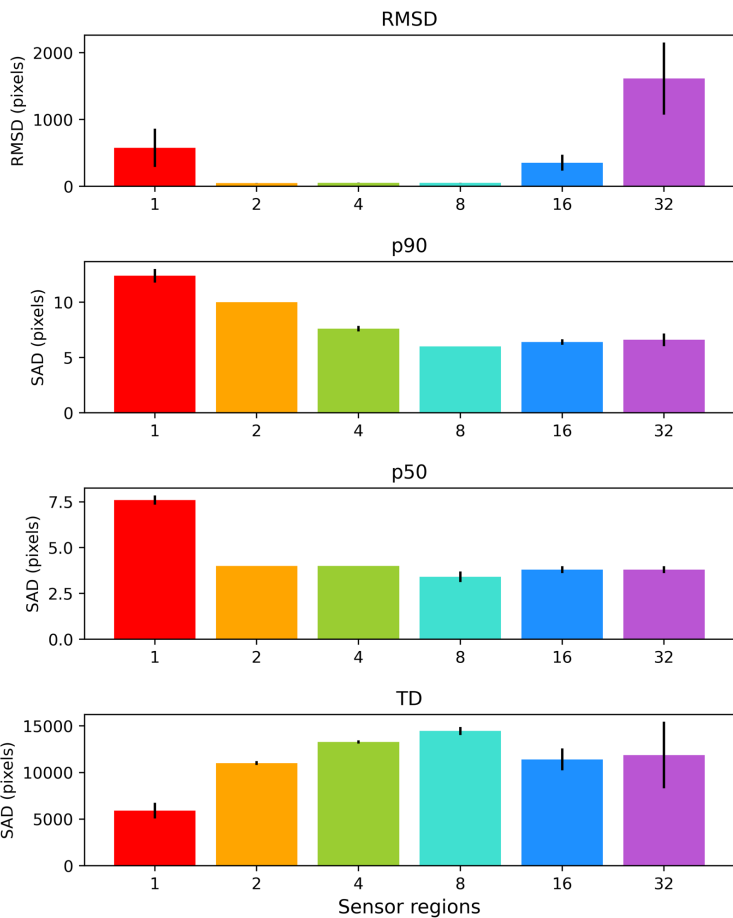
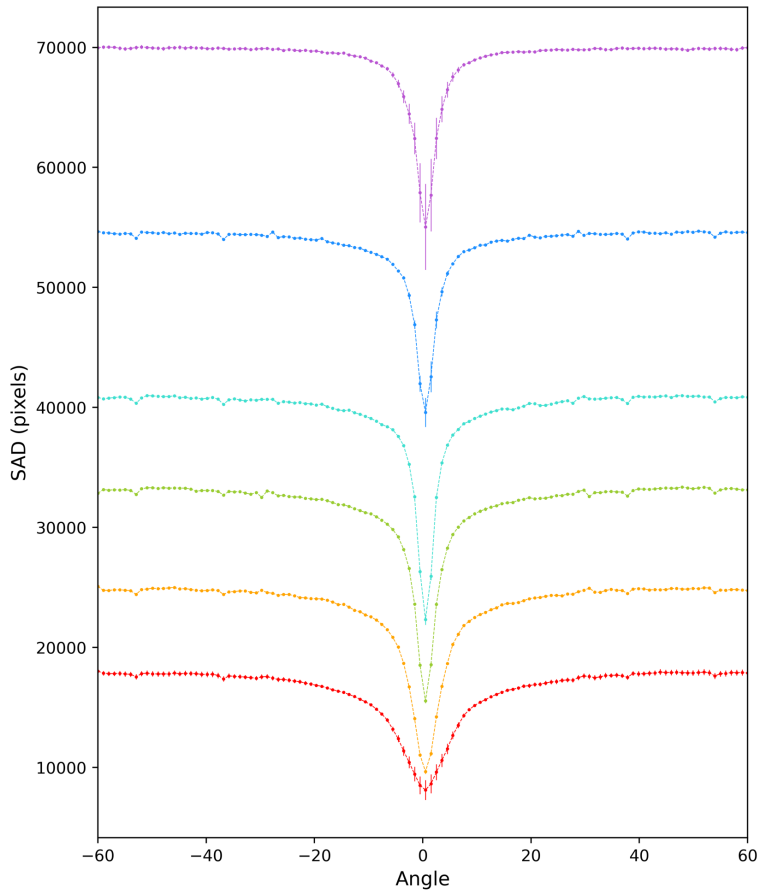
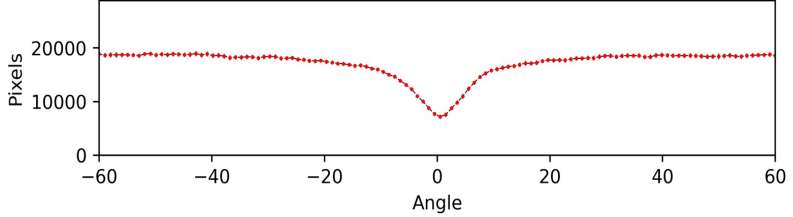
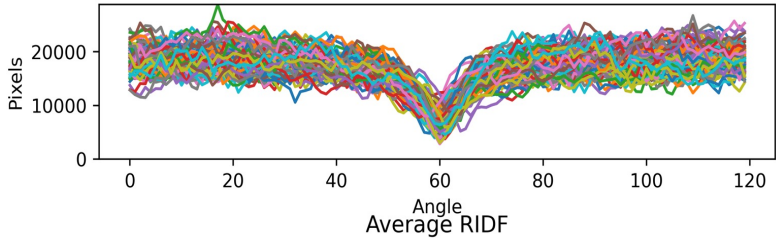
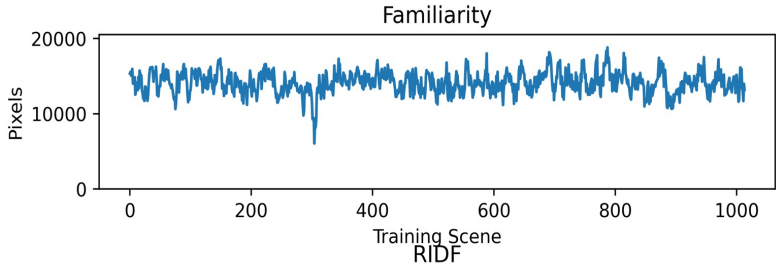
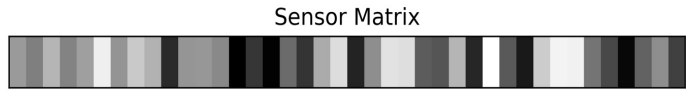
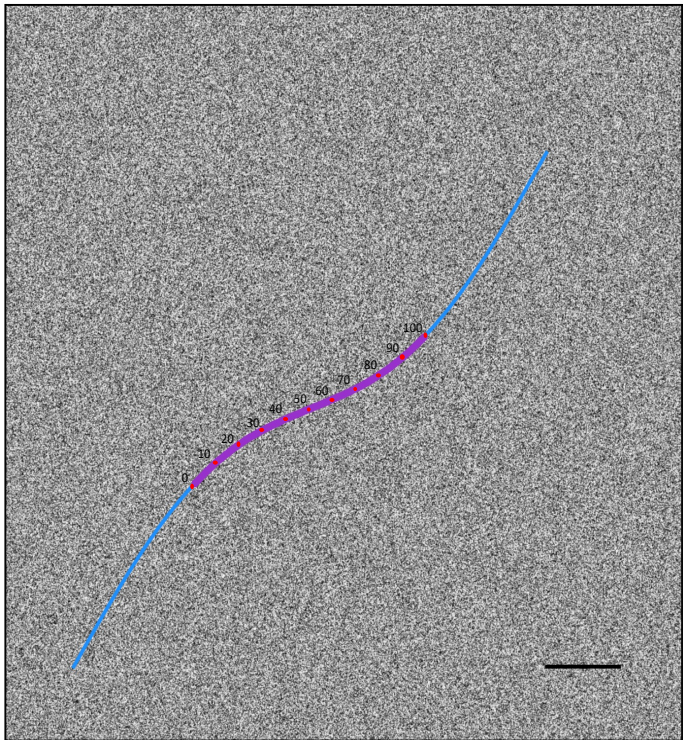


Index: BLUR: 0.5; LEVELS: 64; TRIAL: 0

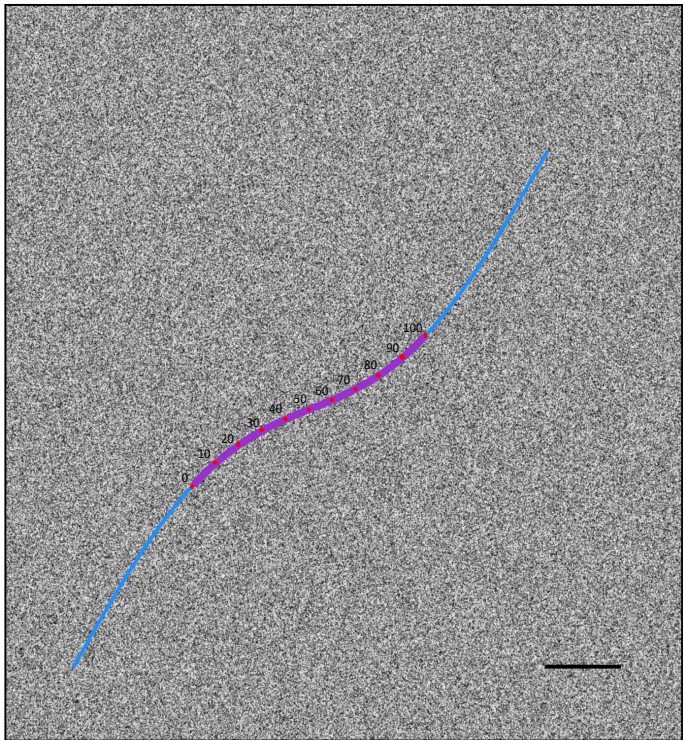


100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 1
Navigation stats: RMSD error: 58.03; RMSD/dist: 0.145; TD: 6989; p90: 12; p50: 8; complete: 0

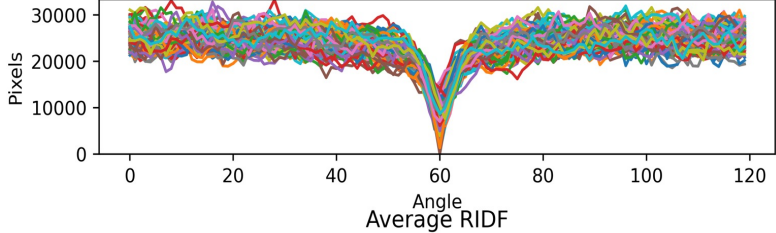
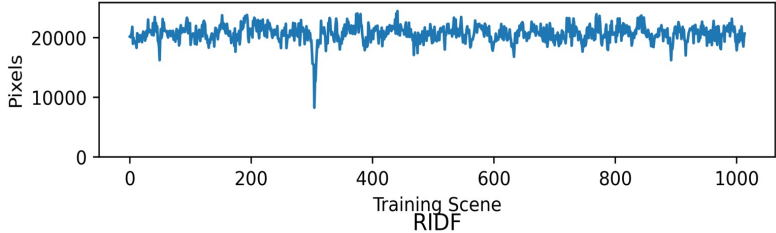
100%



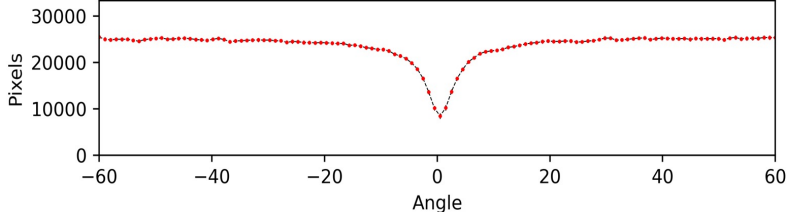
Sensor Matrix



Familiarity

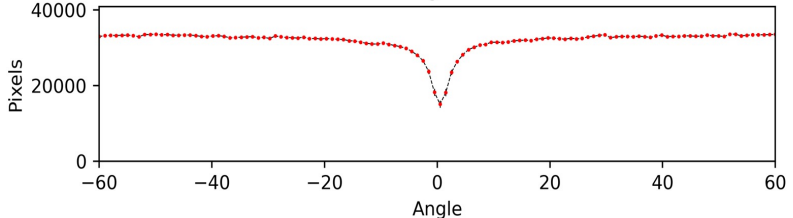
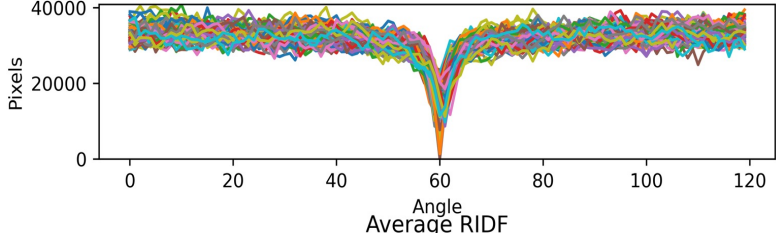
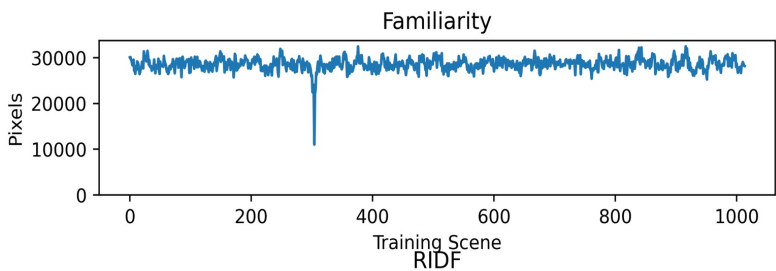
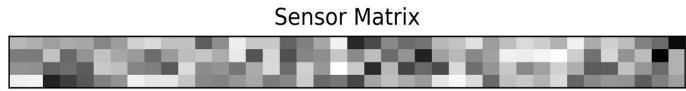
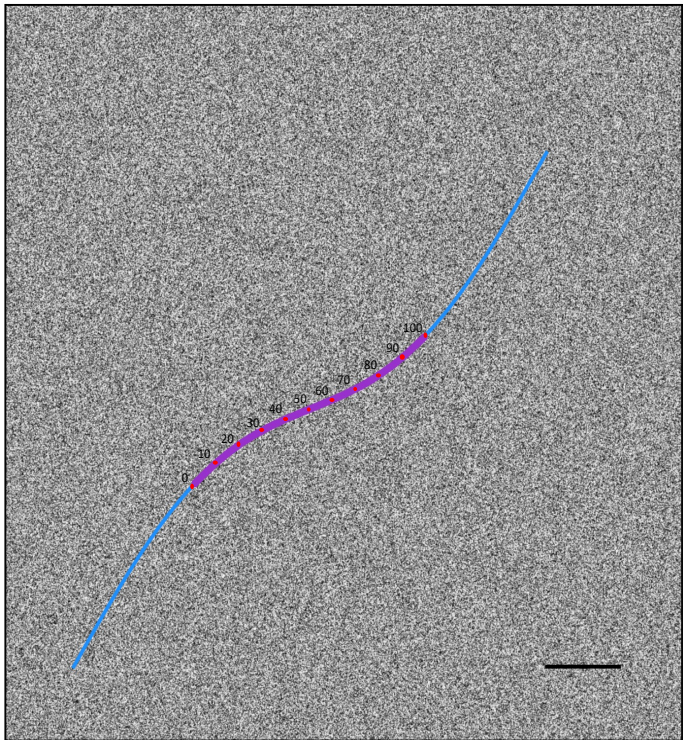


Average RIDF



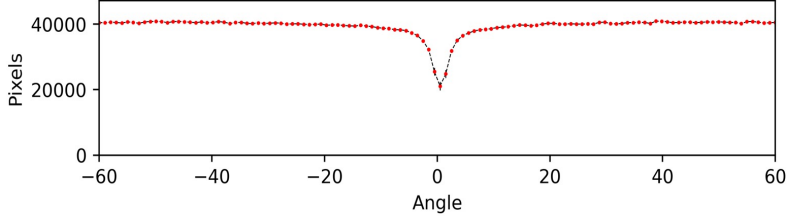
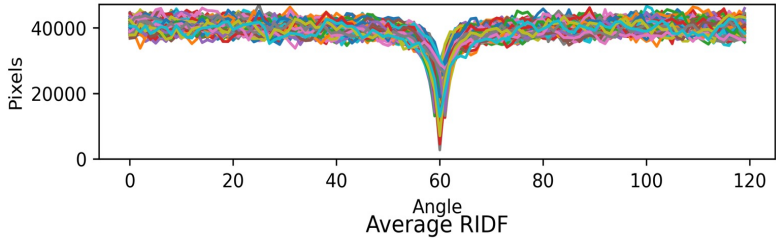
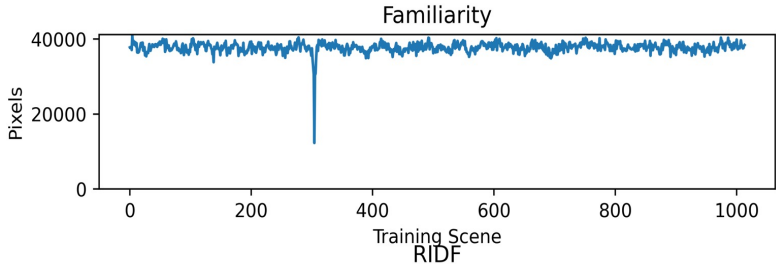
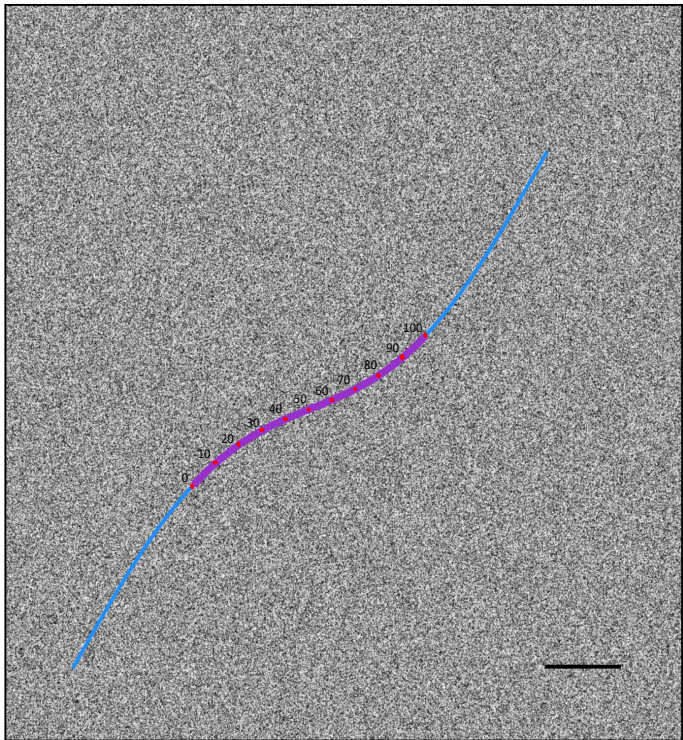
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 1
Navigation stats: RMSD error: 28.12; RMSD/dist: 0.070; TD: 12290; p90: 10; p50: 4; complete: 0

100%



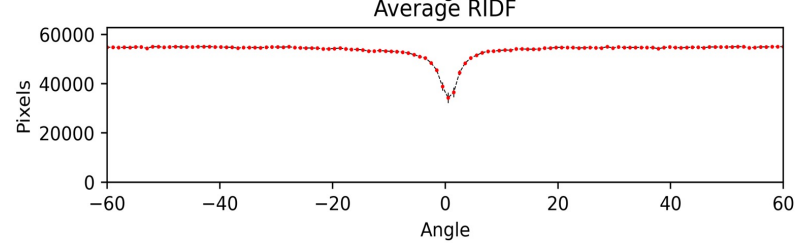
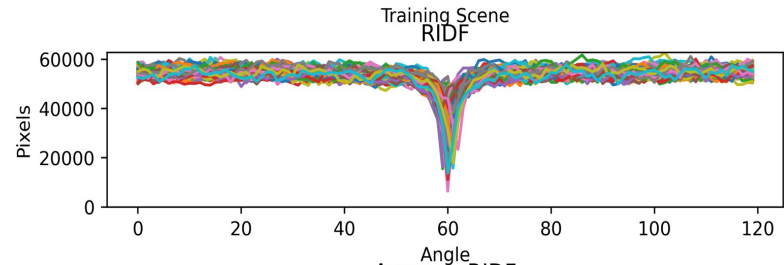
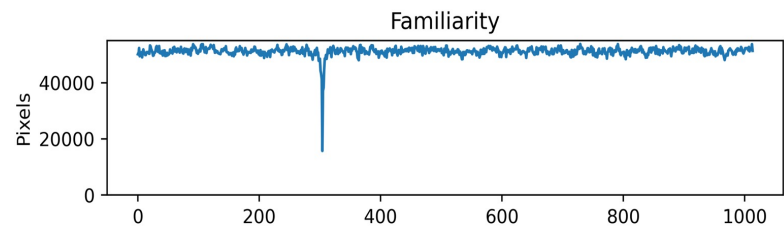
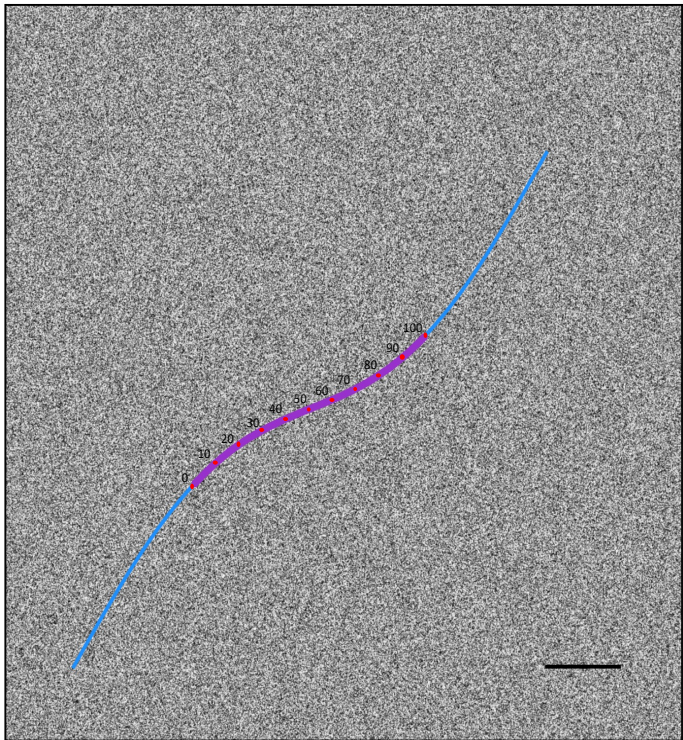
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 1
Navigation stats: RMSD error: 41.75; RMSD/dist: 0.104; TD: 13731; p90: 8; p50: 4; complete: 0

100%



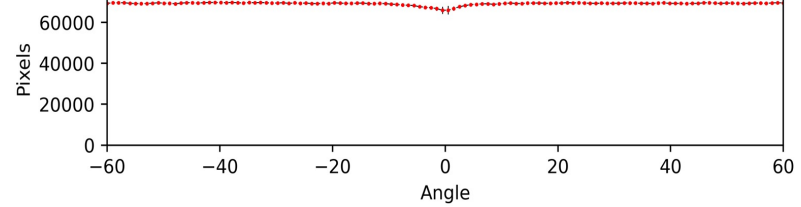
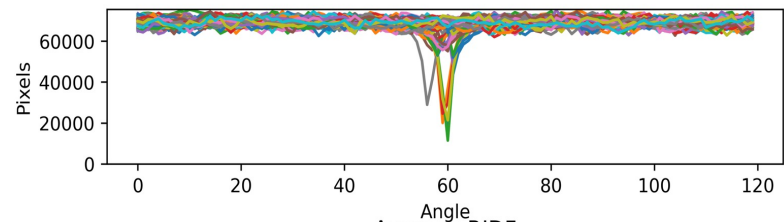
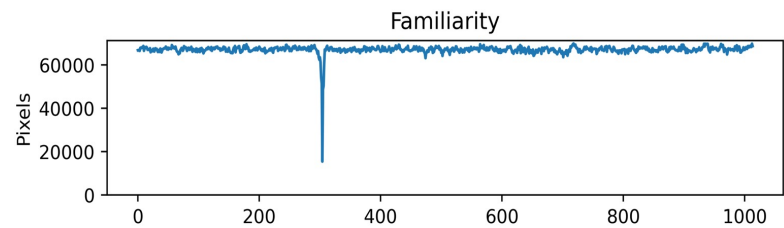
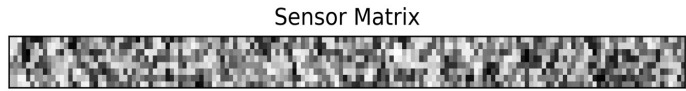
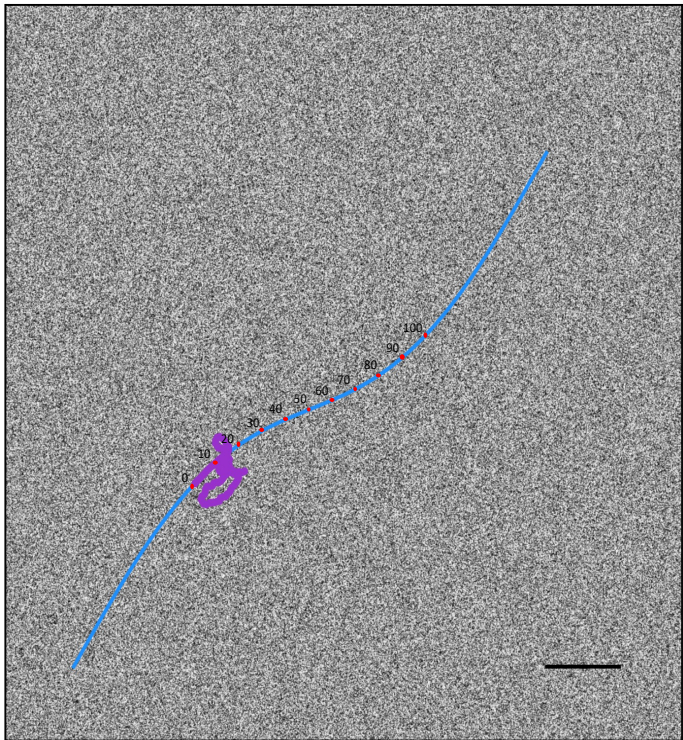
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 1
Navigation stats: RMSD error: 38.81; RMSD/dist: 0.097; TD: 15577; p90: 6; p50: 4; complete: 0

100%



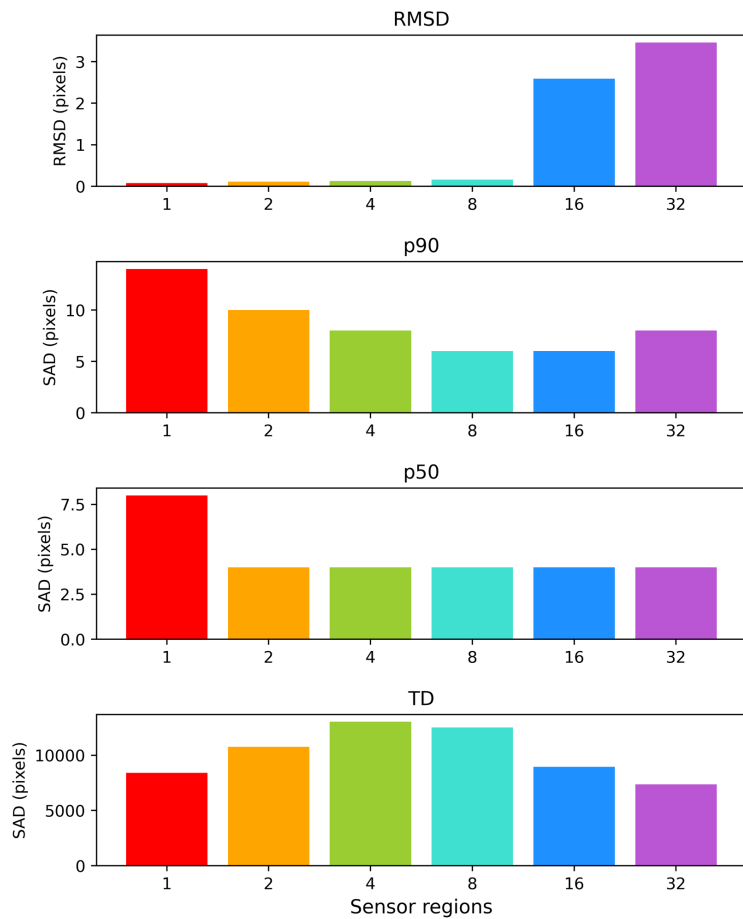
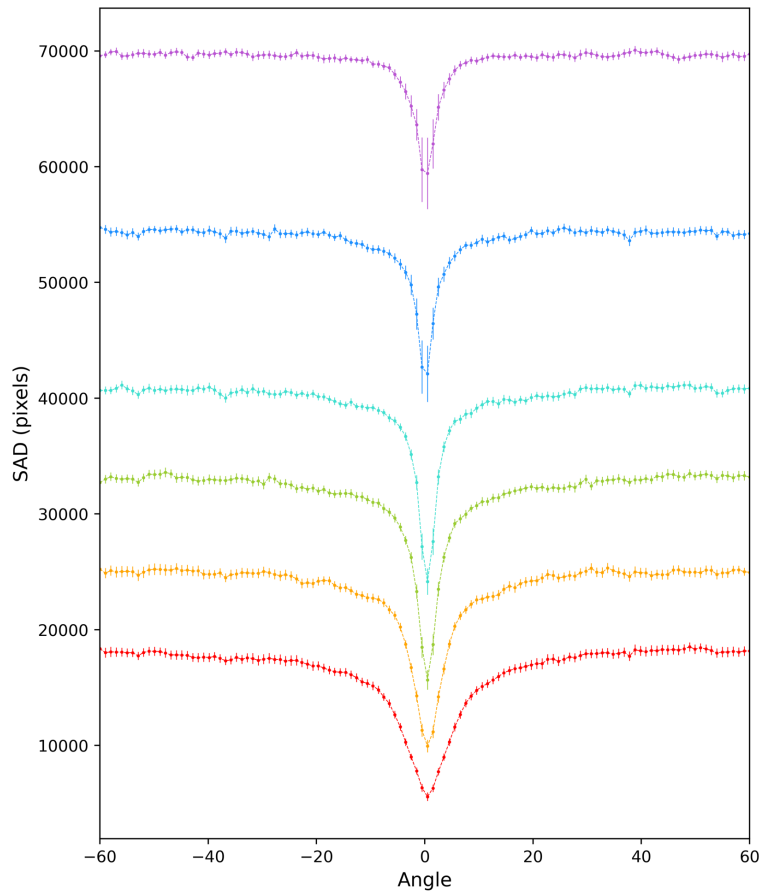
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 1
Navigation stats: RMSD error: 57.41; RMSD/dist: 0.144; TD: 16743; p90: 6; p50: 4; complete: 0

10%

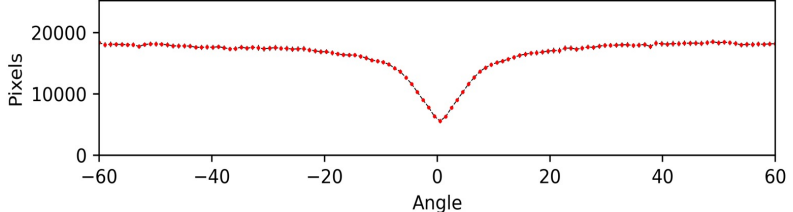
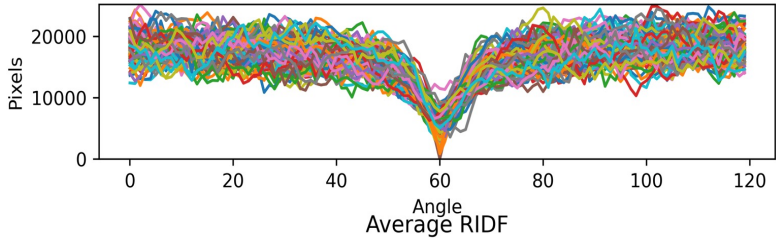
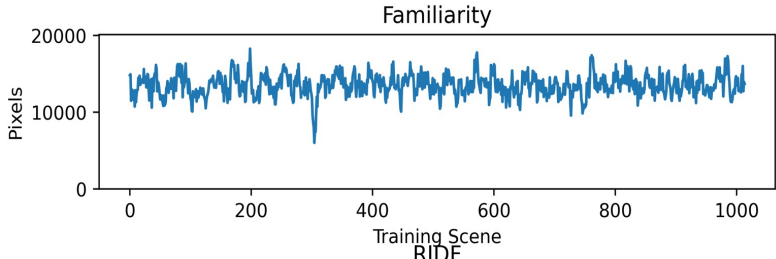
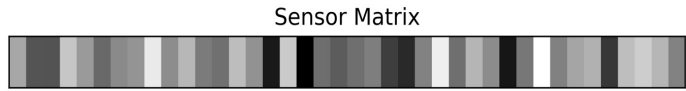
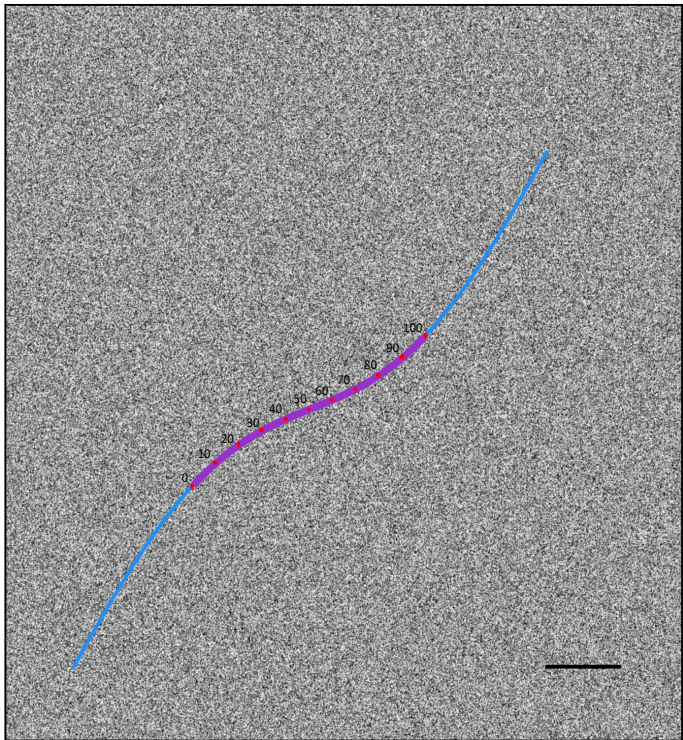


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 1
Navigation stats: RMSD error: 1793.12; RMSD/dist: 4.483; TD: 1084; p90: 4; p50: 4; complete: 0

Index: BLUR: 0.5; LEVELS: 64; TRIAL: 2

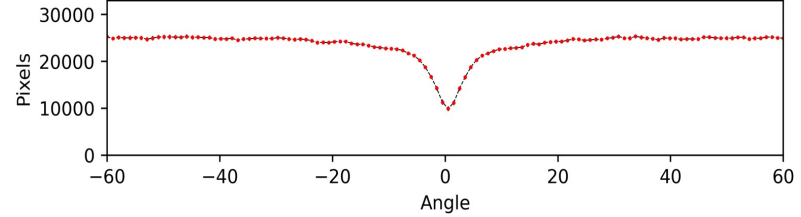
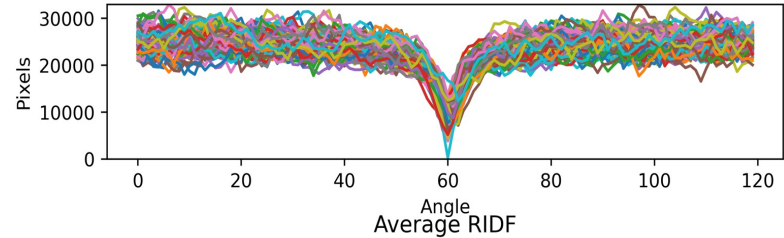
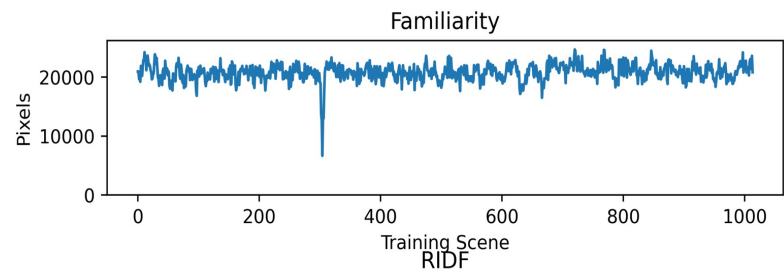
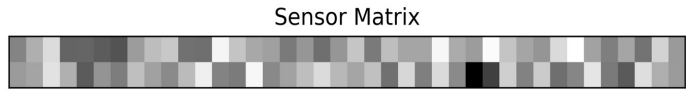
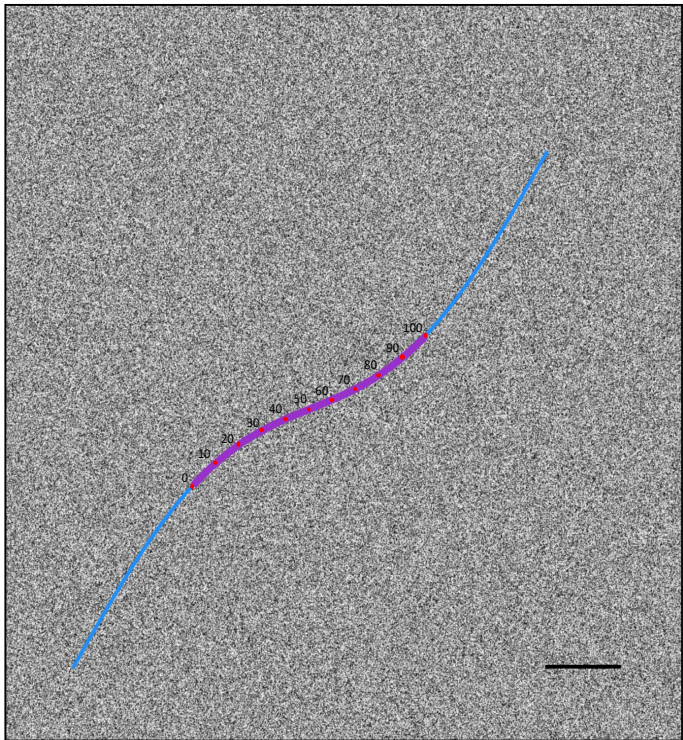


100%



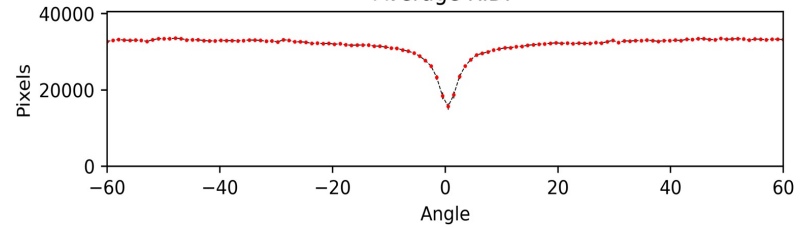
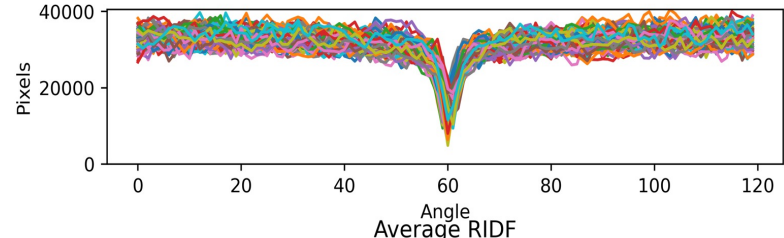
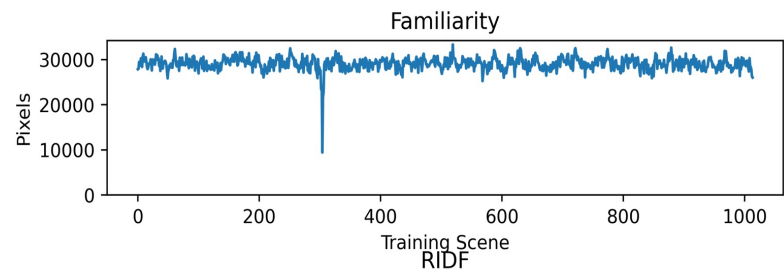
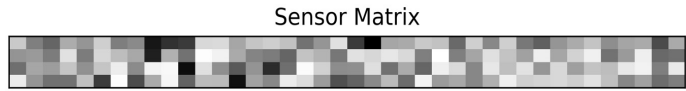
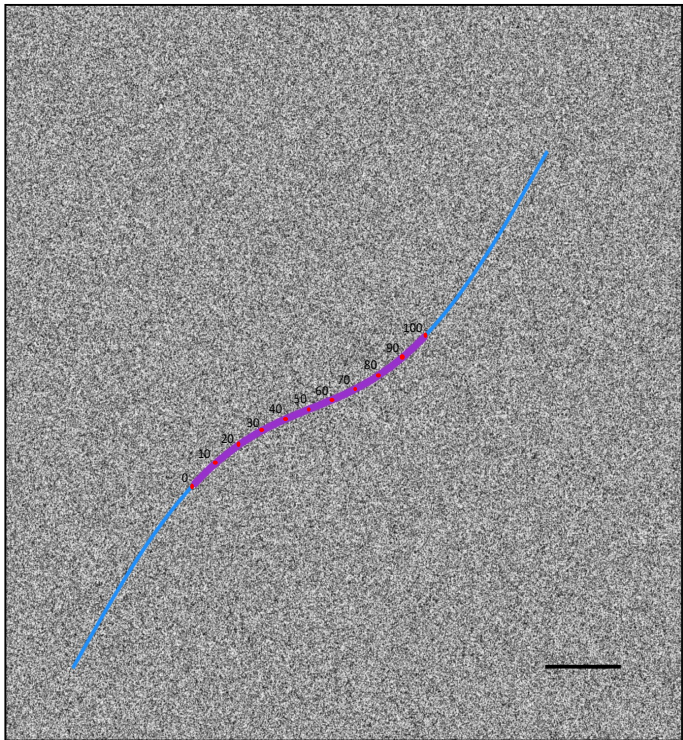
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 2
Navigation stats: RMSD error: 30.25; RMSD/dist: 0.076; TD: 8413; p90: 14; p50: 8; complete: 0

100%



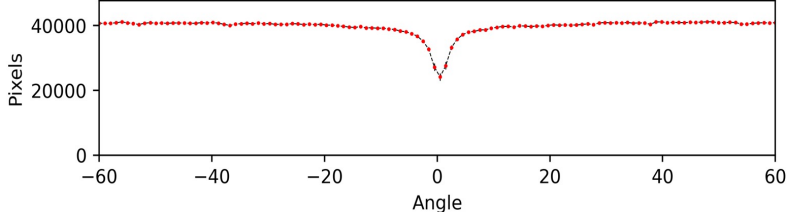
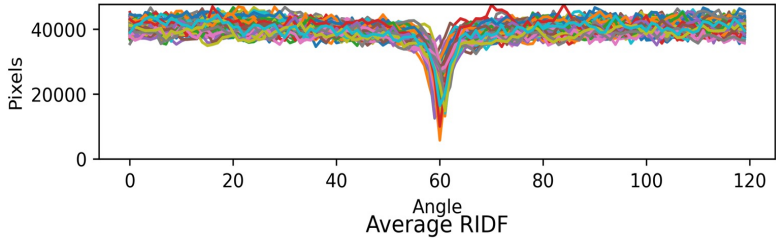
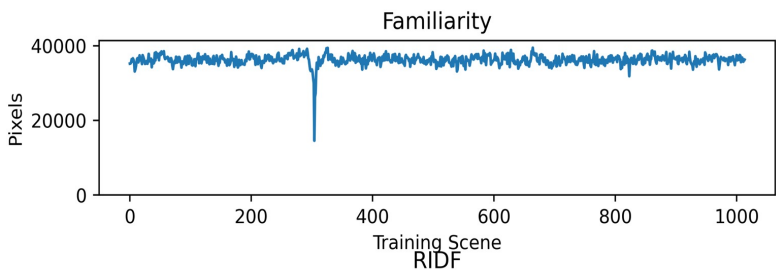
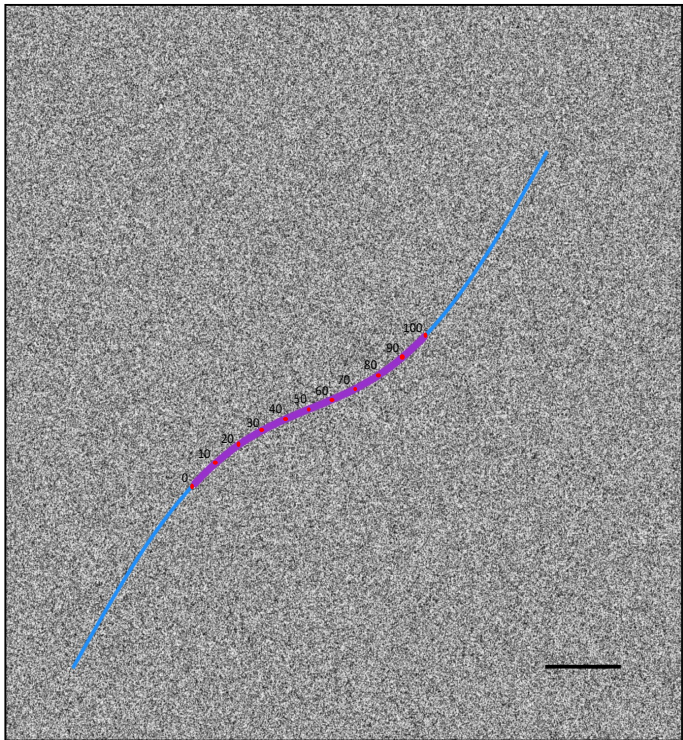
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 2
Navigation stats: RMSD error: 44.77; RMSD/dist: 0.112; TD: 10765; p90: 10; p50: 4; complete: 0

100%



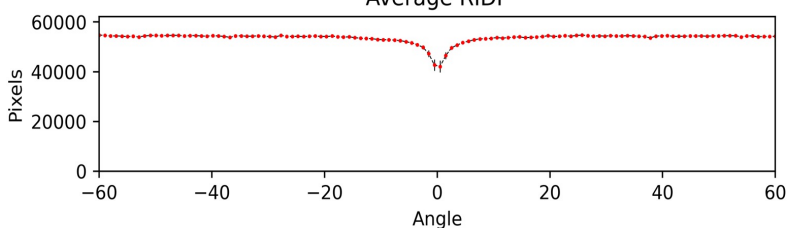
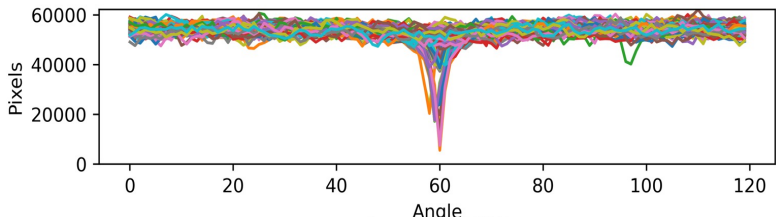
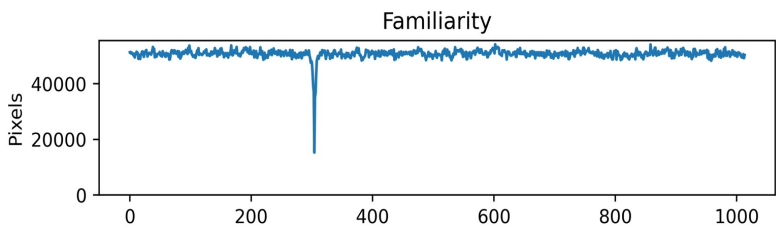
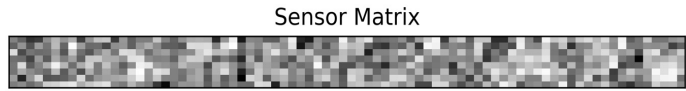
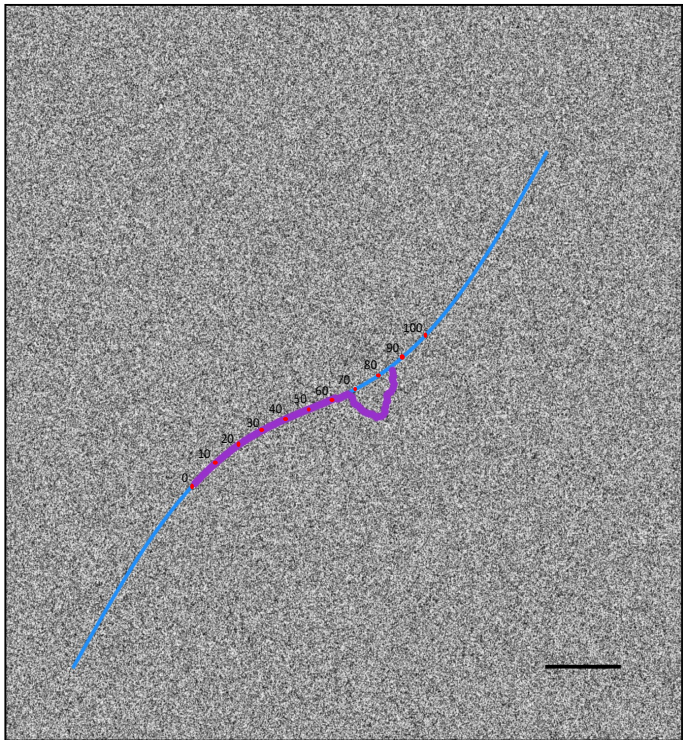
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 2
Navigation stats: RMSD error: 50.27; RMSD/dist: 0.126; TD: 13027; p90: 8; p50: 4; complete: 0

100%



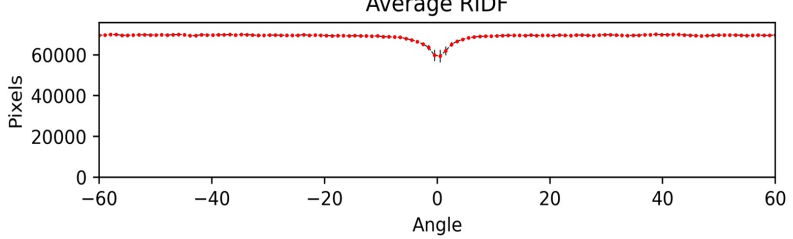
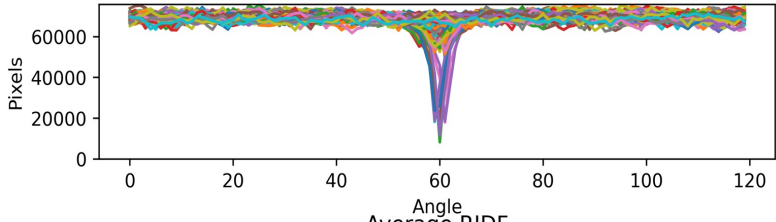
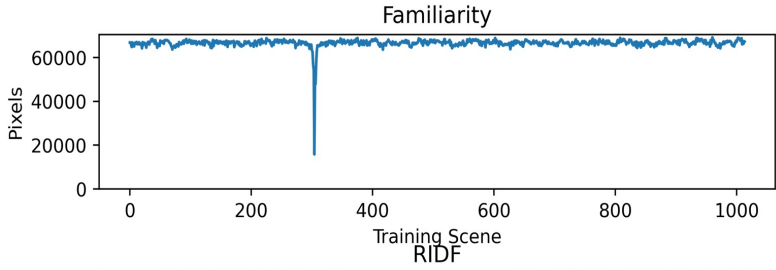
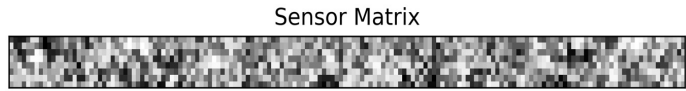
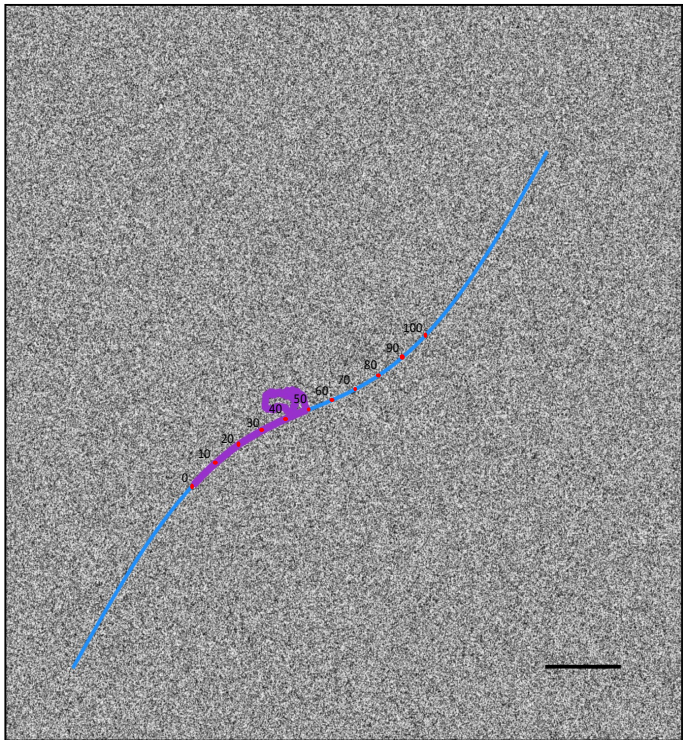
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 2
Navigation stats: RMSD error: 63.08; RMSD/dist: 0.158; TD: 12519; p90: 6; p50: 4; complete: 0

60%



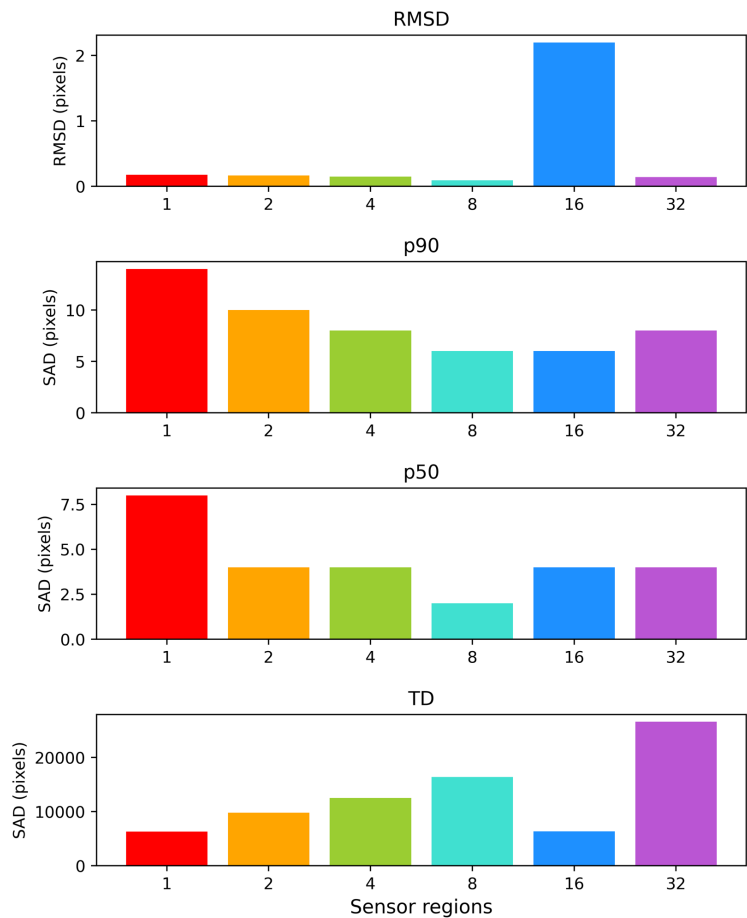
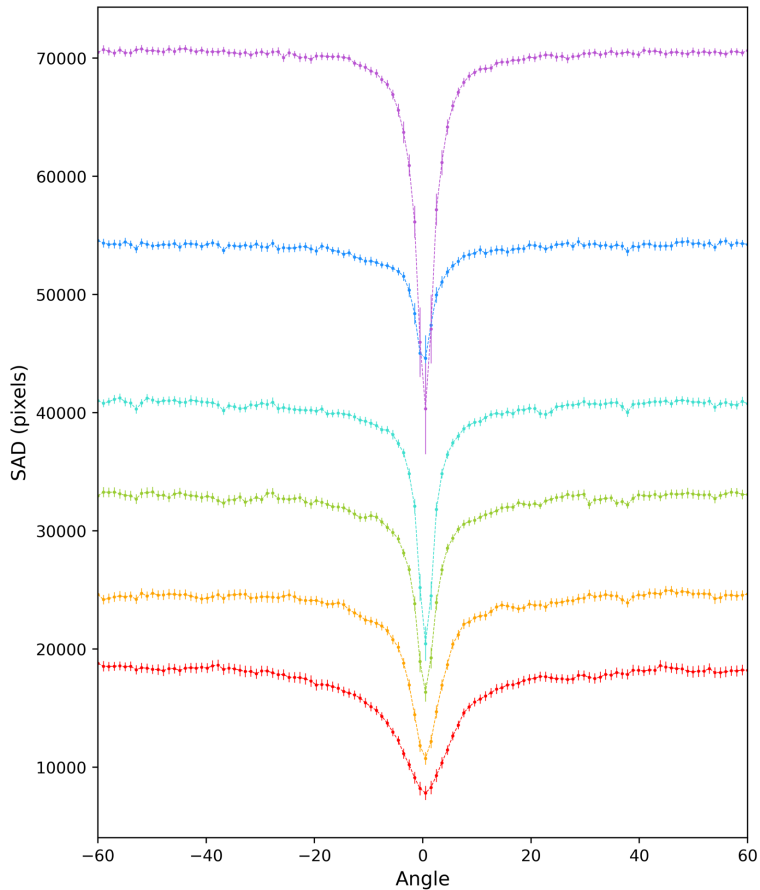
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 2
Navigation stats: RMSD error: 1035.51; RMSD/dist: 2.589; TD: 8941; p90: 6; p50: 4; complete: 0

50%

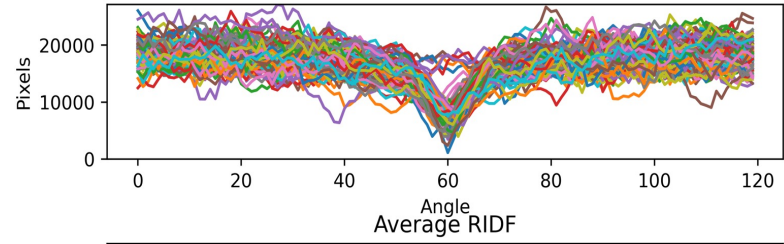
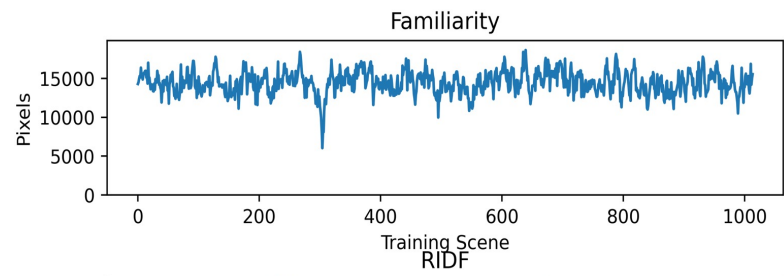
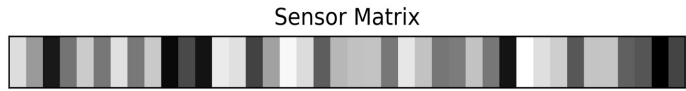
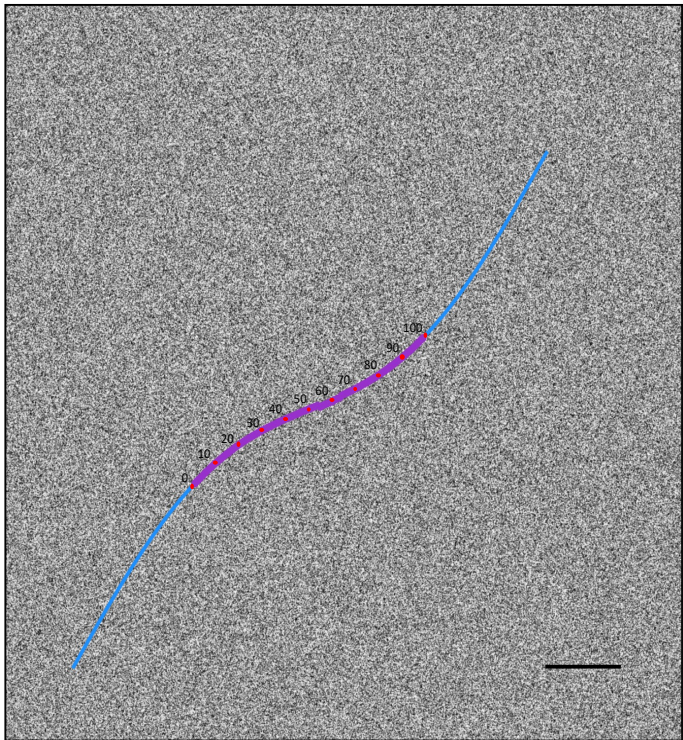


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 2
Navigation stats: RMSD error: 1386.07; RMSD/dist: 3.465; TD: 7351; p90: 8; p50: 4; complete: 0

Index: BLUR: 0.5; LEVELS: 64; TRIAL: 3

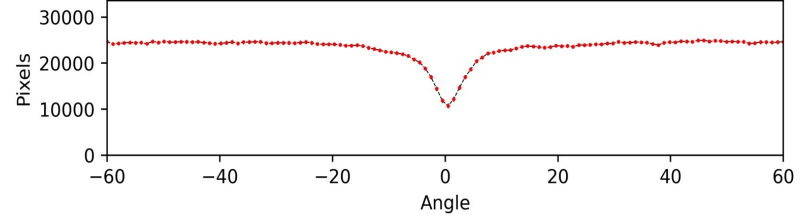
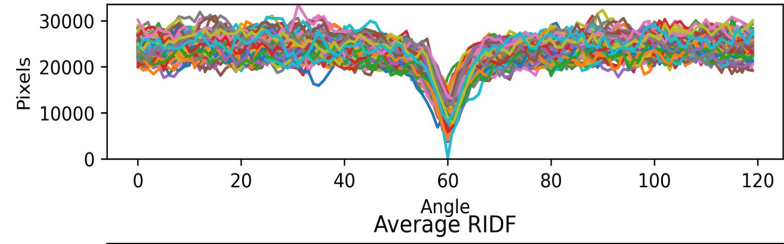
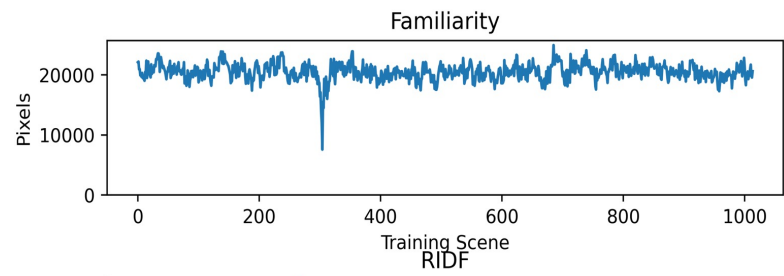
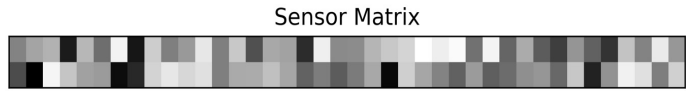
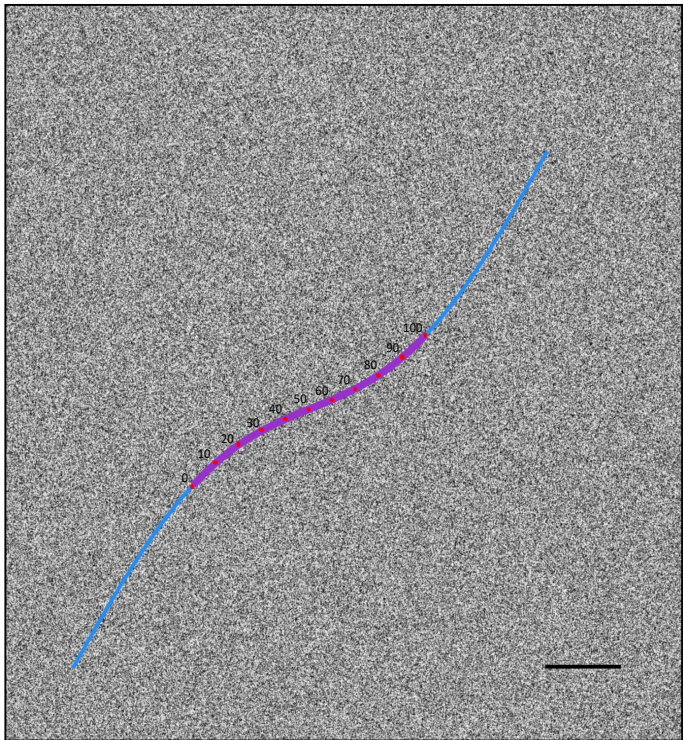


100%



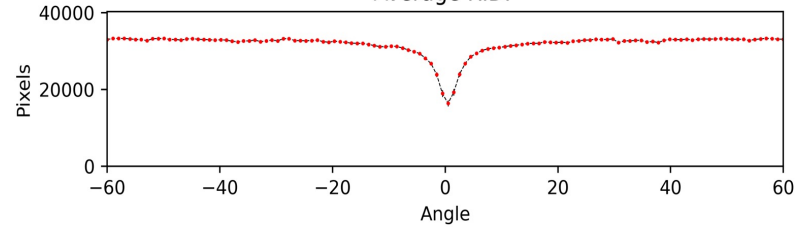
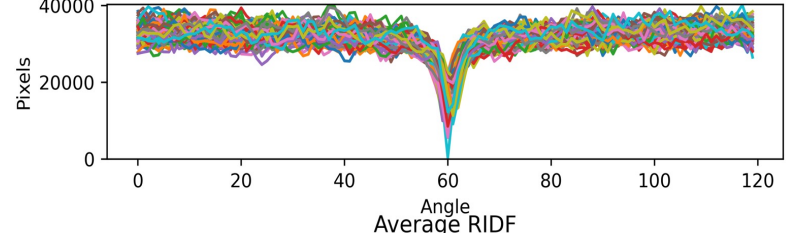
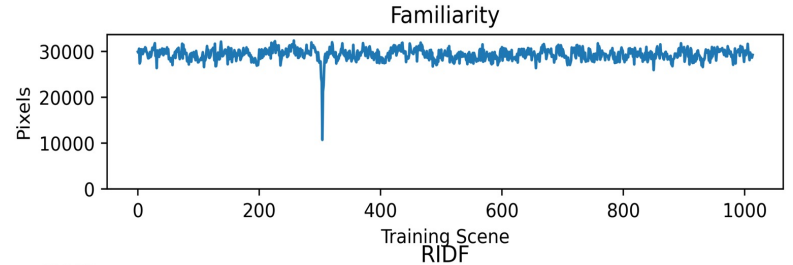
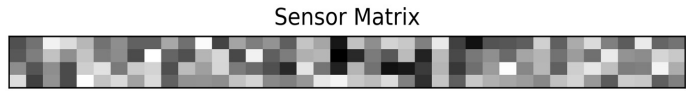
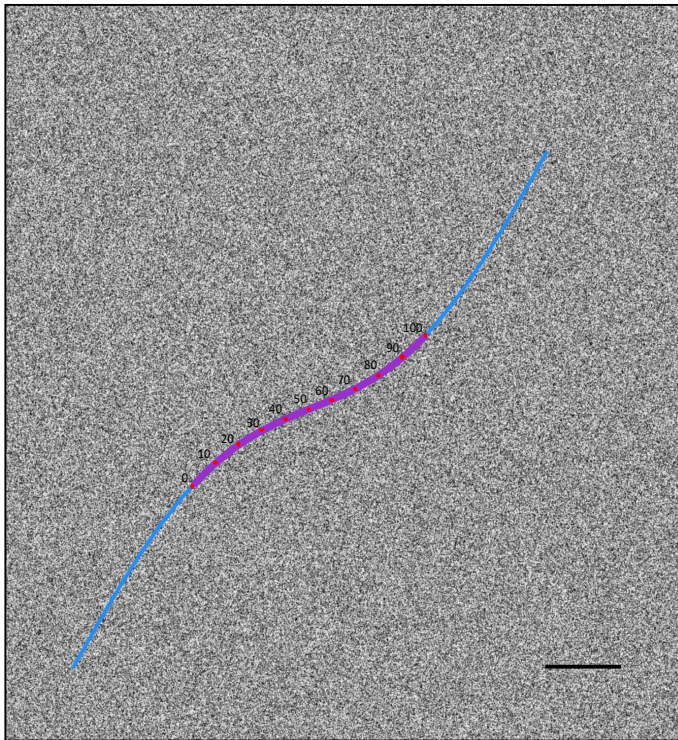
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 3
Navigation stats: RMSD error: 69.82; RMSD/dist: 0.175; TD: 6304; p90: 14; p50: 8; complete: 0

100%



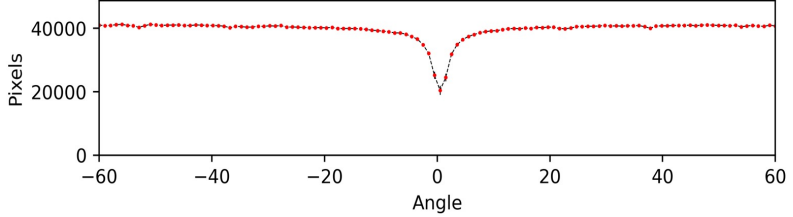
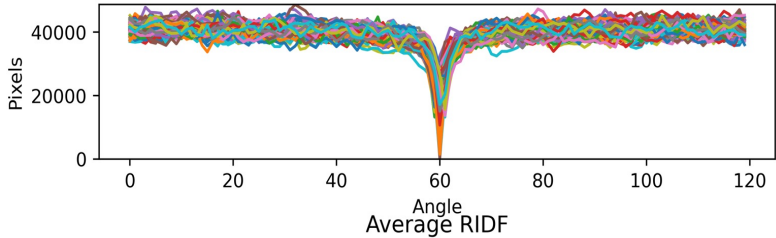
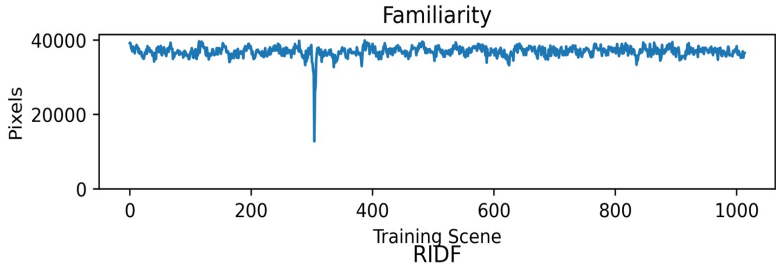
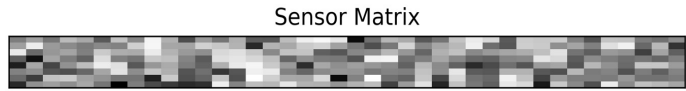
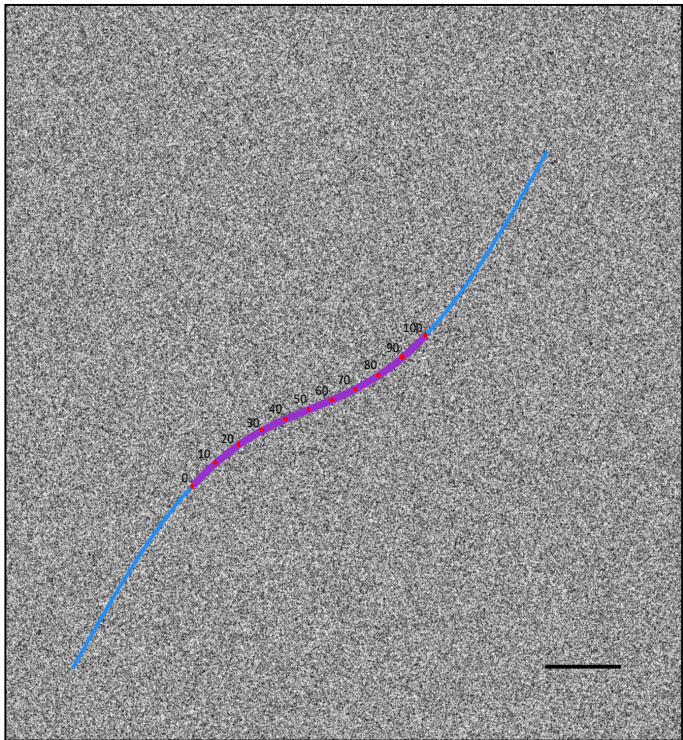
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 3
Navigation stats: RMSD error: 66.28; RMSD/dist: 0.166; TD: 9777; p90: 10; p50: 4; complete: 0

100%



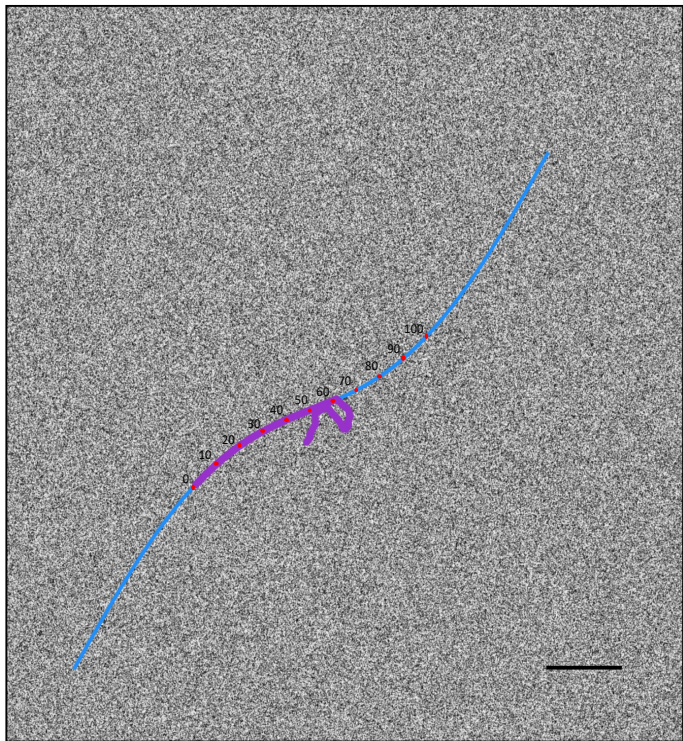
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 3
Navigation stats: RMSD error: 58.29; RMSD/dist: 0.146; TD: 12490; p90: 8; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 3
Navigation stats: RMSD error: 36.66; RMSD/dist: 0.092; TD: 16380; p90: 6; p50: 2; complete: 0

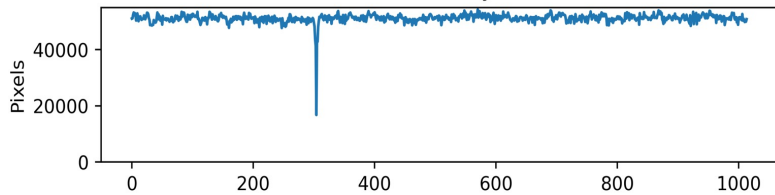
60%



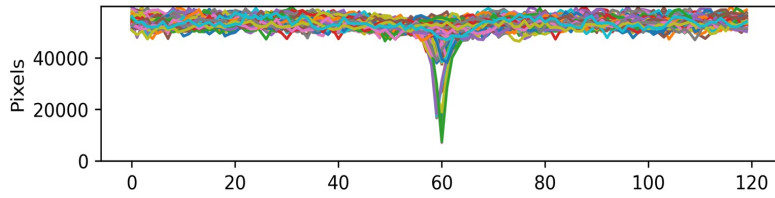
Sensor Matrix



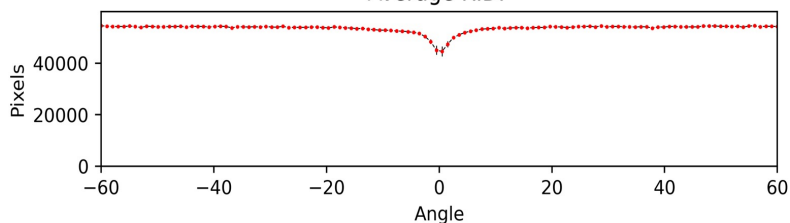
Familiarity



Training Scene RIDF

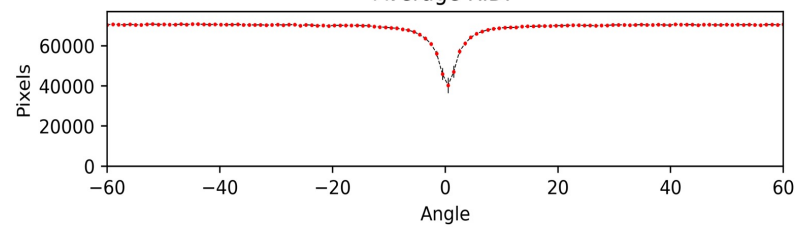
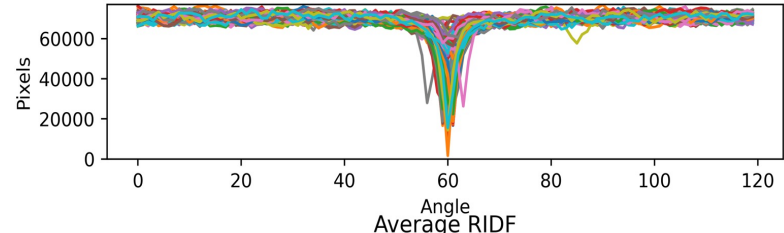
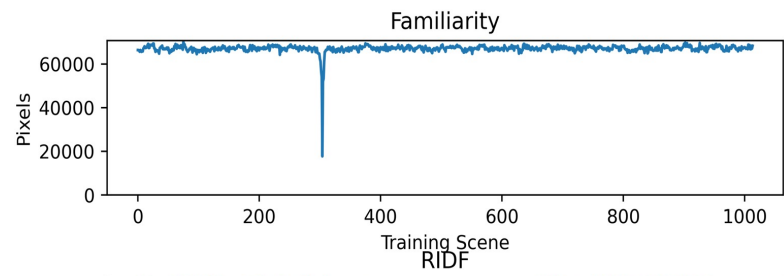
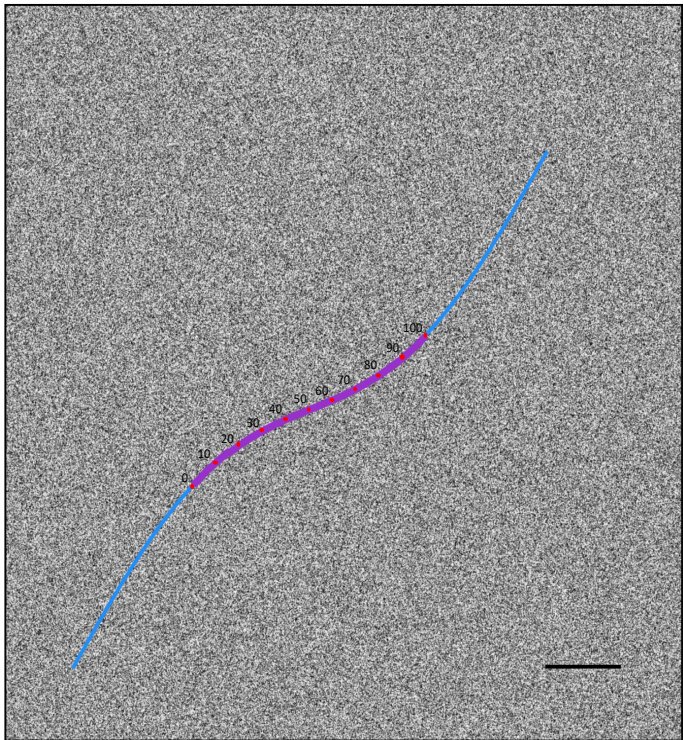


Average RIDF



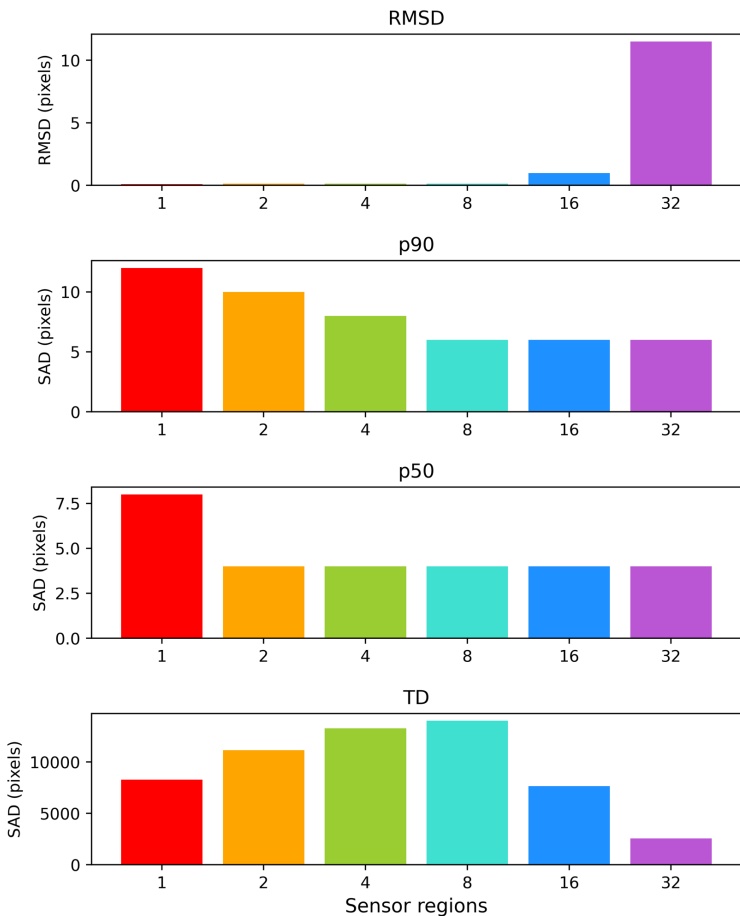
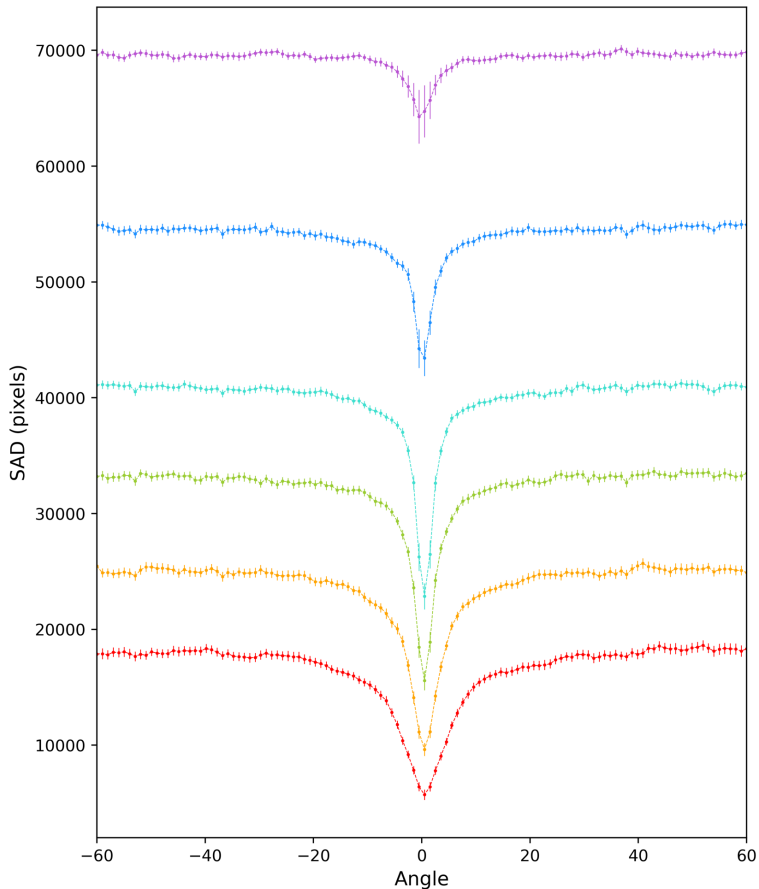
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 3
Navigation stats: RMSD error: 879.23; RMSD/dist: 2.198; TD: 6337; p90: 6; p50: 4; complete: 0

100%

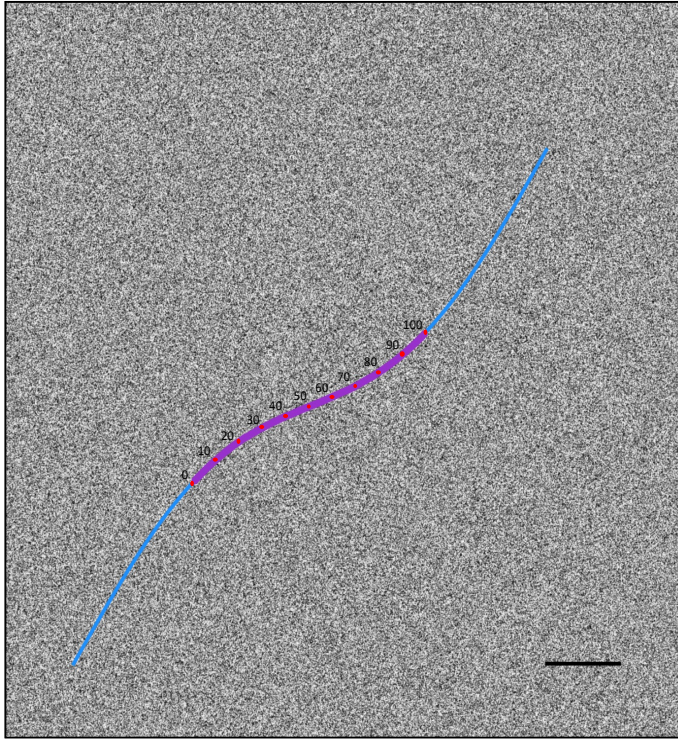


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 3
Navigation stats: RMSD error: 55.36; RMSD/dist: 0.138; TD: 26567; p90: 8; p50: 4; complete: 0

Index: BLUR: 0.5; LEVELS: 64; TRIAL: 4



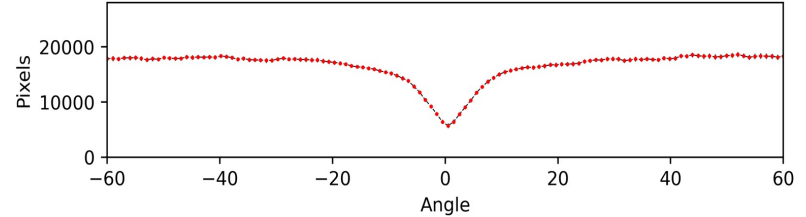
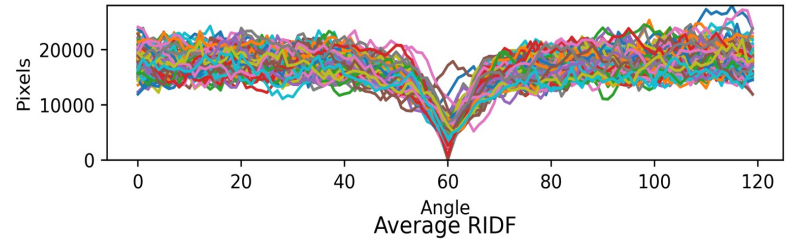
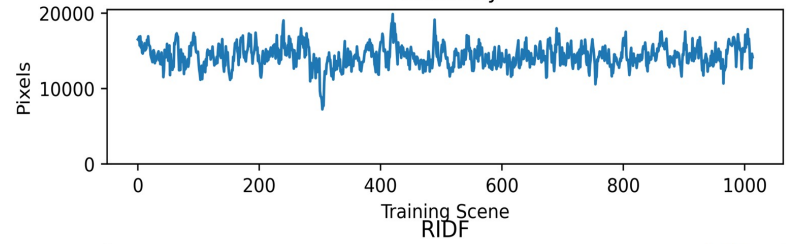
100%



Sensor Matrix

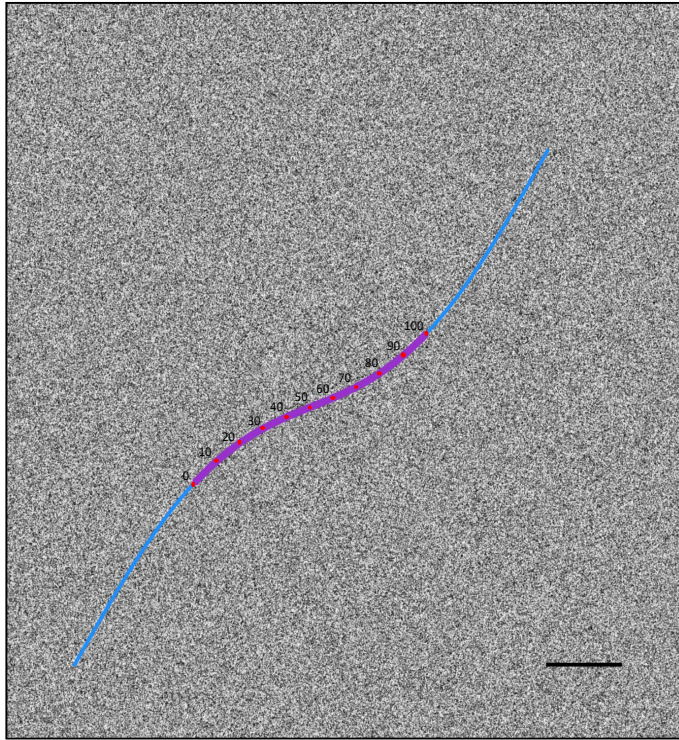


Familiarity

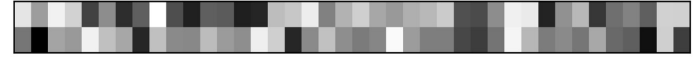


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 4
Navigation stats: RMSD error: 34.42; RMSD/dist: 0.086; TD: 8273; p90: 12; p50: 8; complete: 0

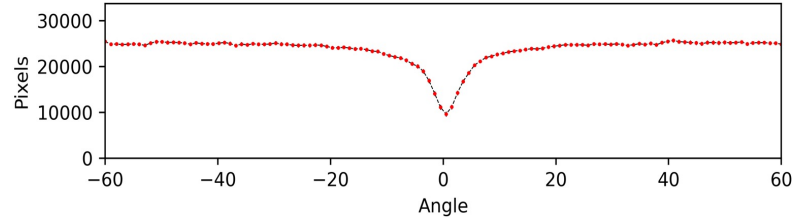
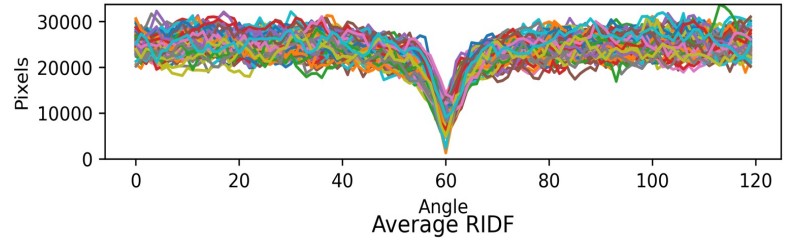
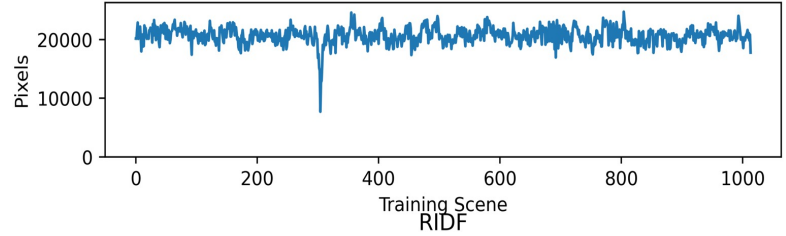
100%



Sensor Matrix

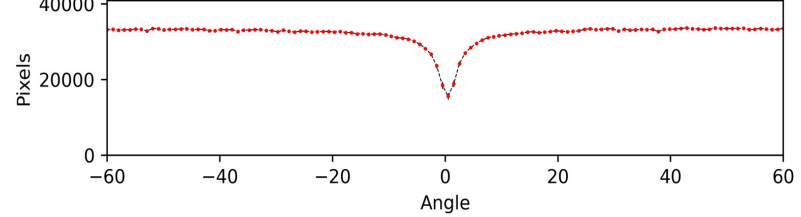
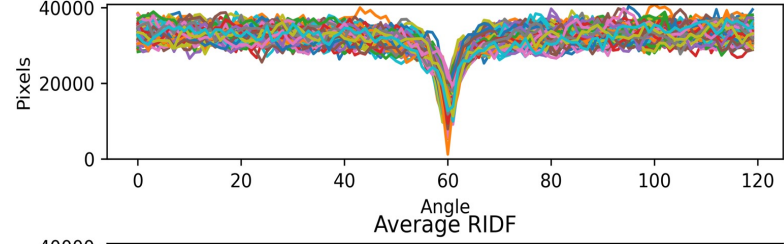
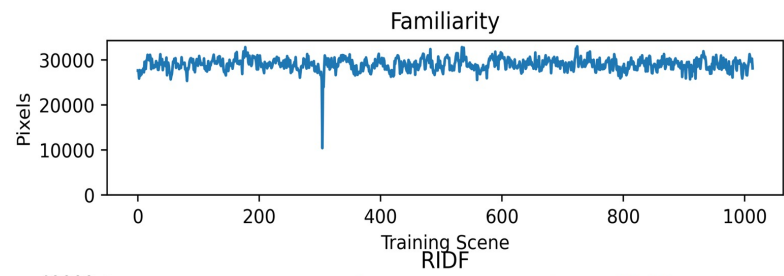
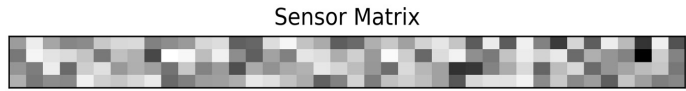
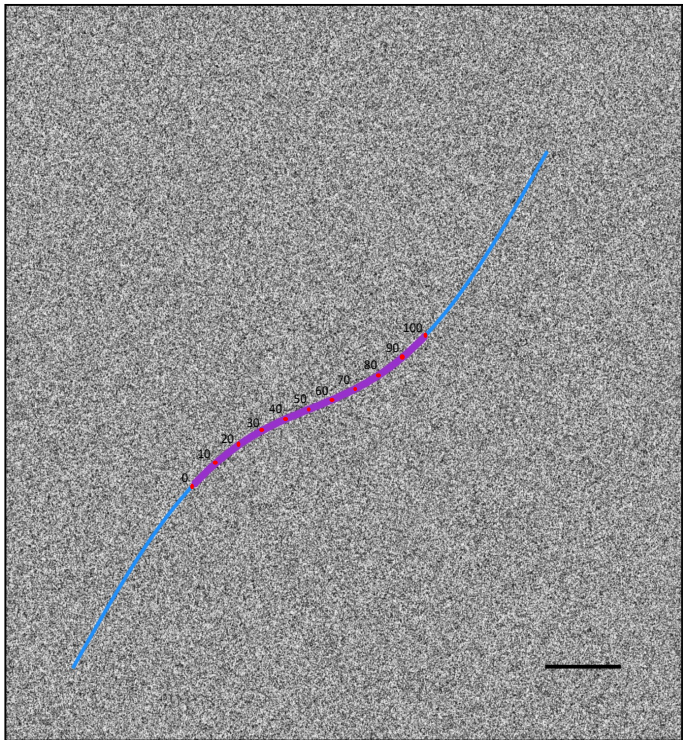


Familiarity



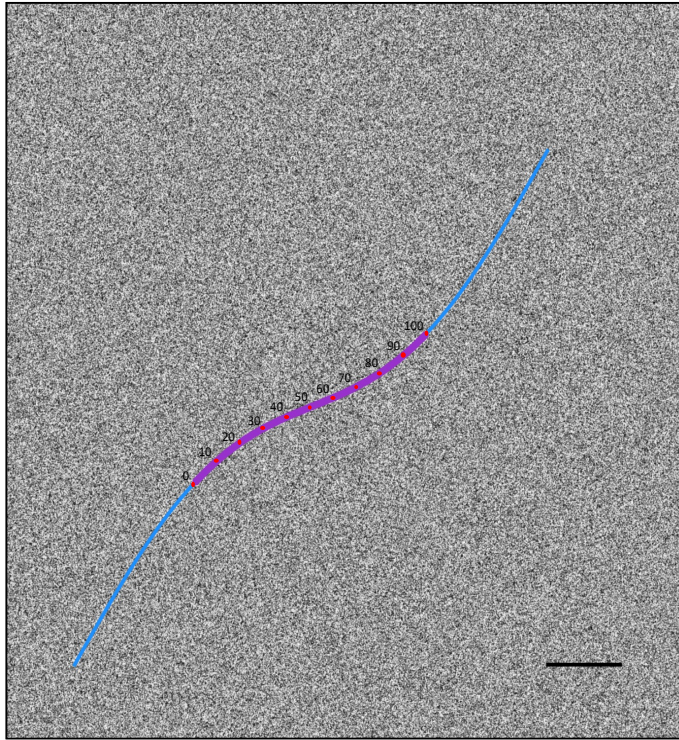
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 4
Navigation stats: RMSD error: 45.78; RMSD/dist: 0.114; TD: 11150; p90: 10; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 4
Navigation stats: RMSD error: 51.66; RMSD/dist: 0.129; TD: 13280; p90: 8; p50: 4; complete: 0

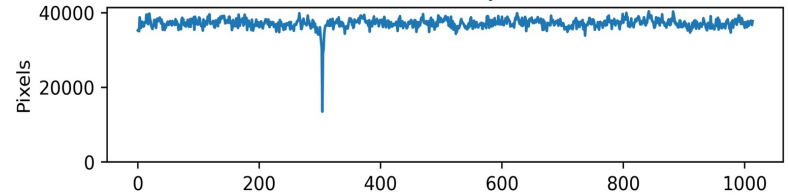
100%



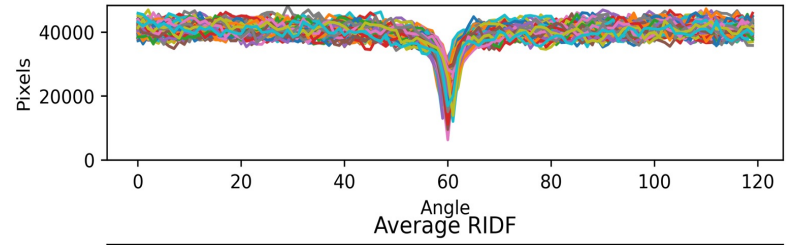
Sensor Matrix



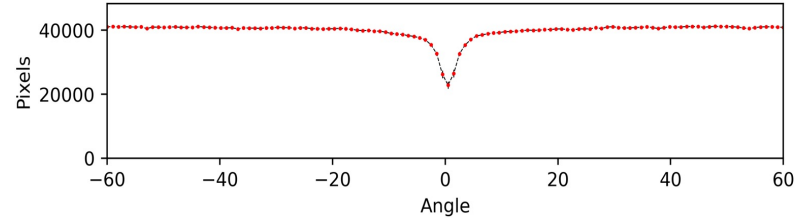
Familiarity



Average RIDF

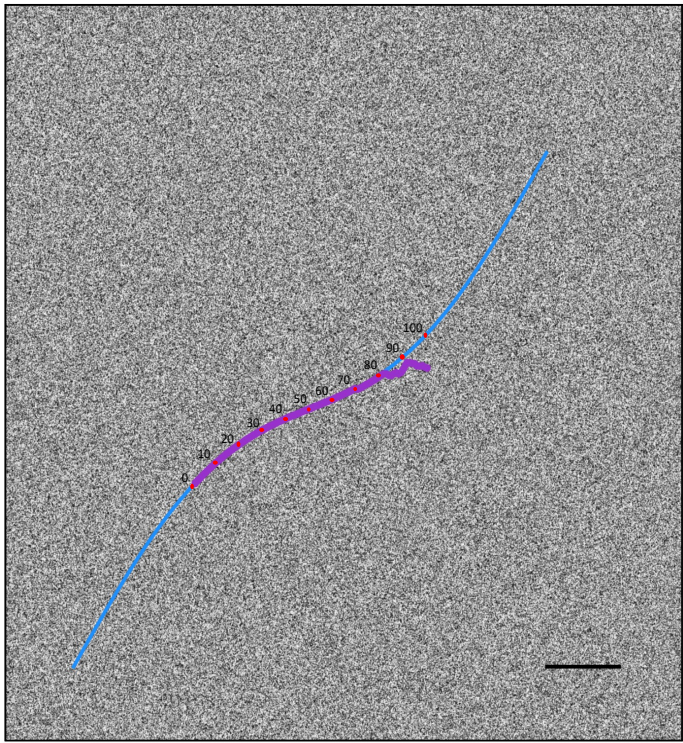


Average RIDF

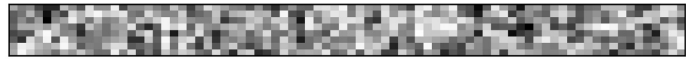


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 4
Navigation stats: RMSD error: 51.79; RMSD/dist: 0.129; TD: 14020; p90: 6; p50: 4; complete: 0

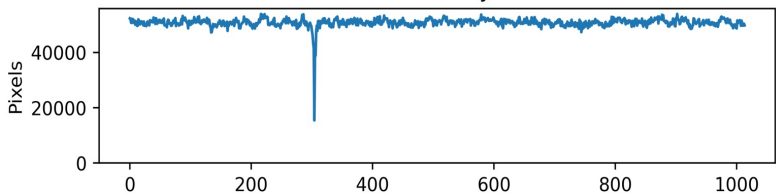
80%



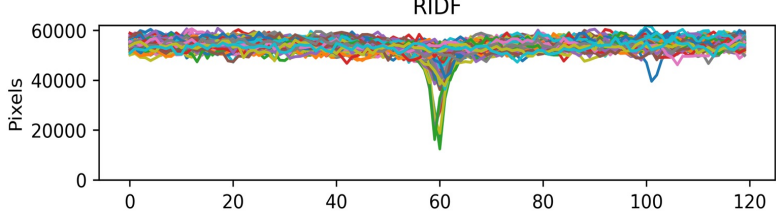
Sensor Matrix



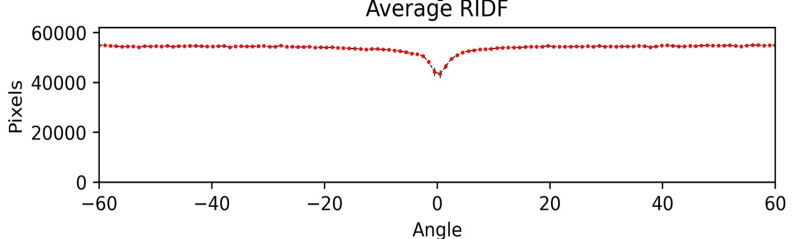
Familiarity



Training Scene RIDF

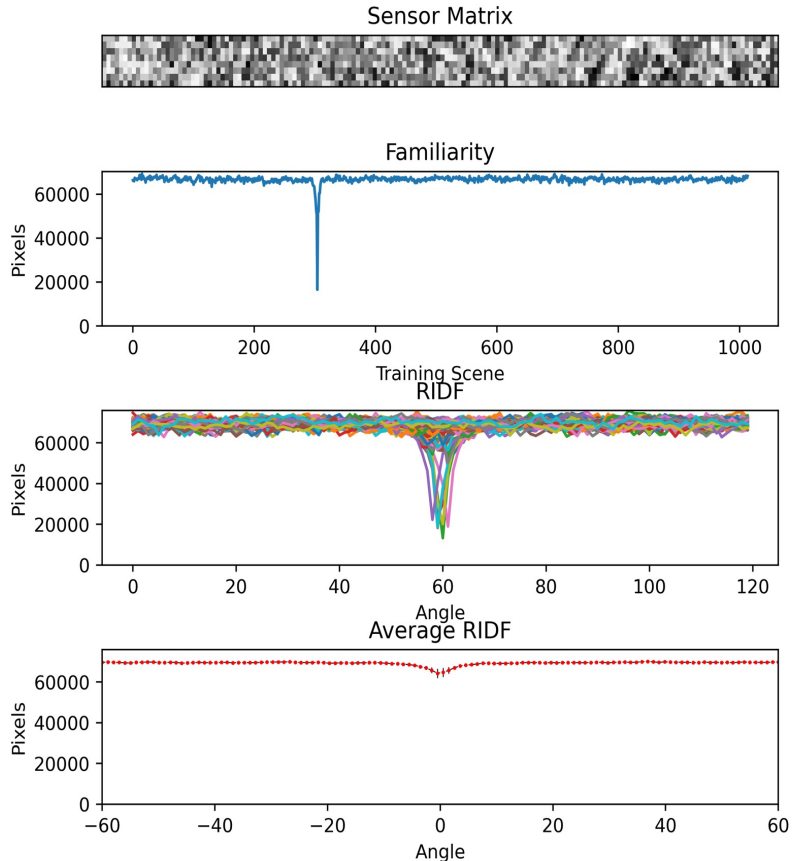
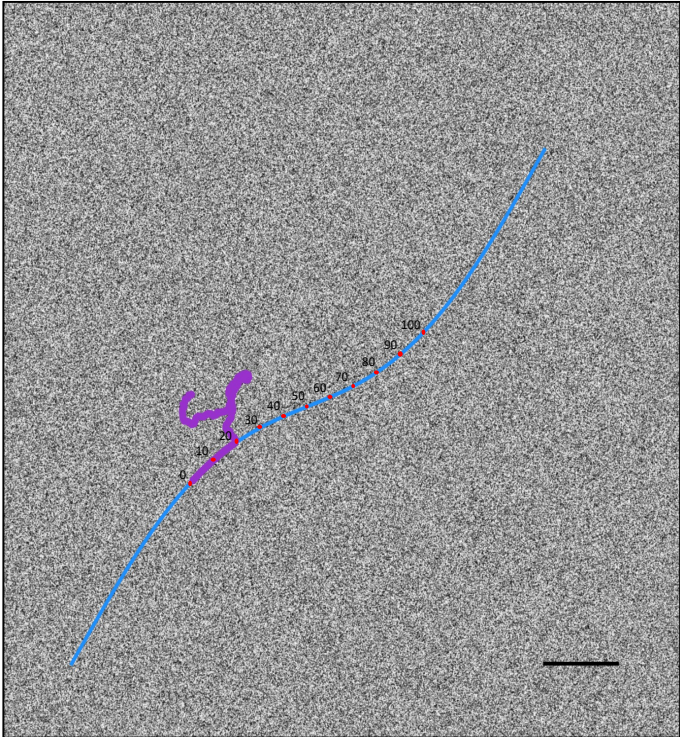


Average RIDF



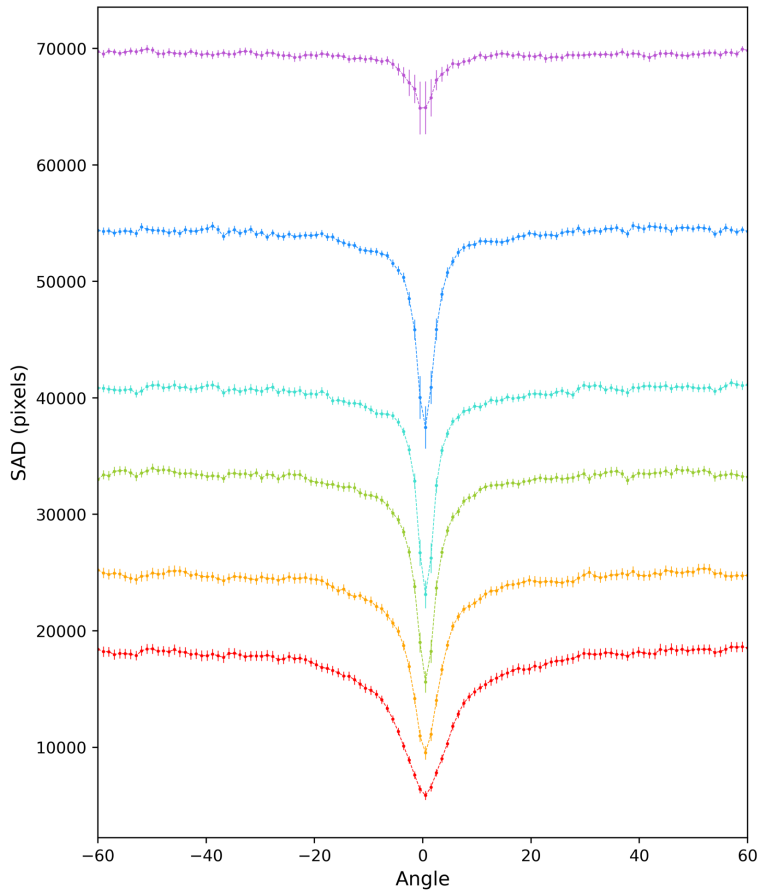
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 4
 Navigation stats: RMSD error: 386.52; RMSD/dist: 0.966; TD: 7652; p90: 6; p50: 4; complete: 0

20%

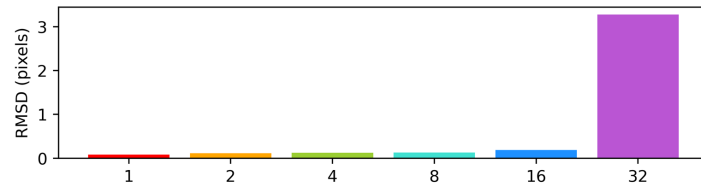


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 4
Navigation stats: RMSD error: 4604.12; RMSD/dist: 11.510; TD: 2544; p90: 6; p50: 4; complete: 0

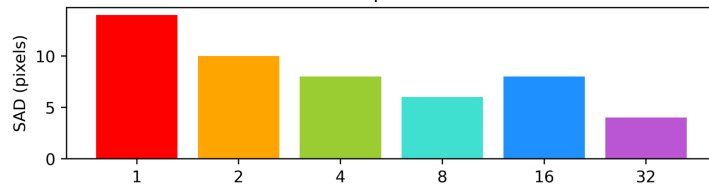
Index: BLUR: 0.5; LEVELS: 64; TRIAL: 5



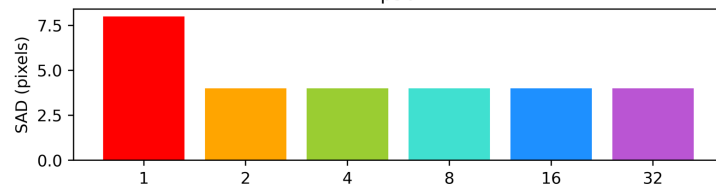
RMSD



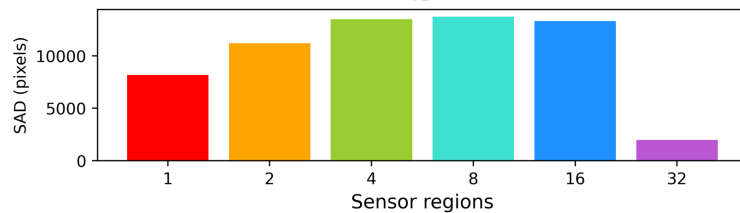
p90



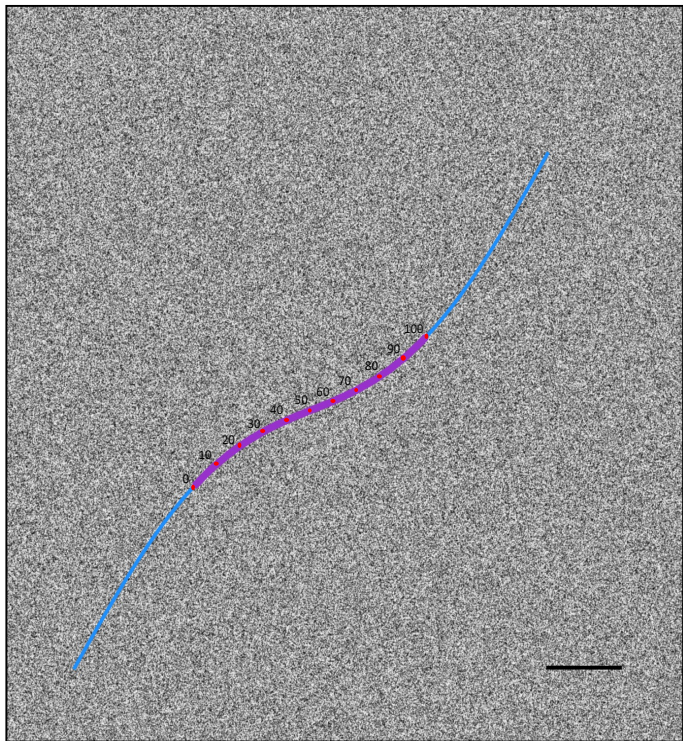
p50



TD



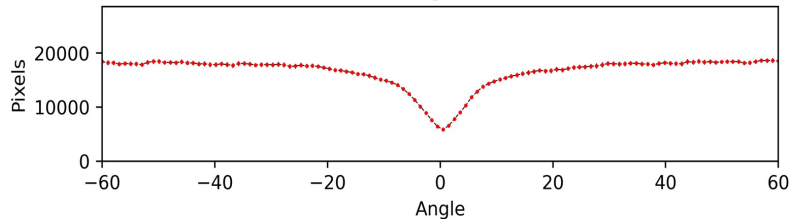
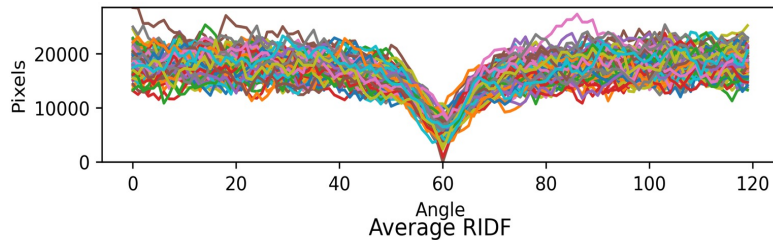
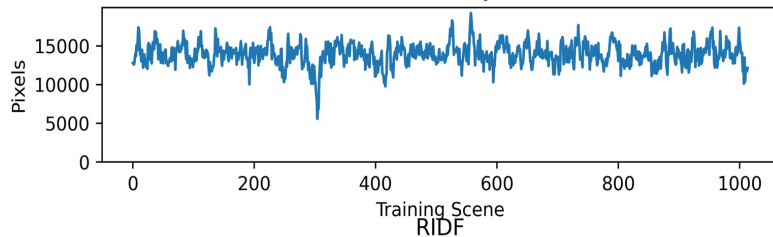
100%



Sensor Matrix

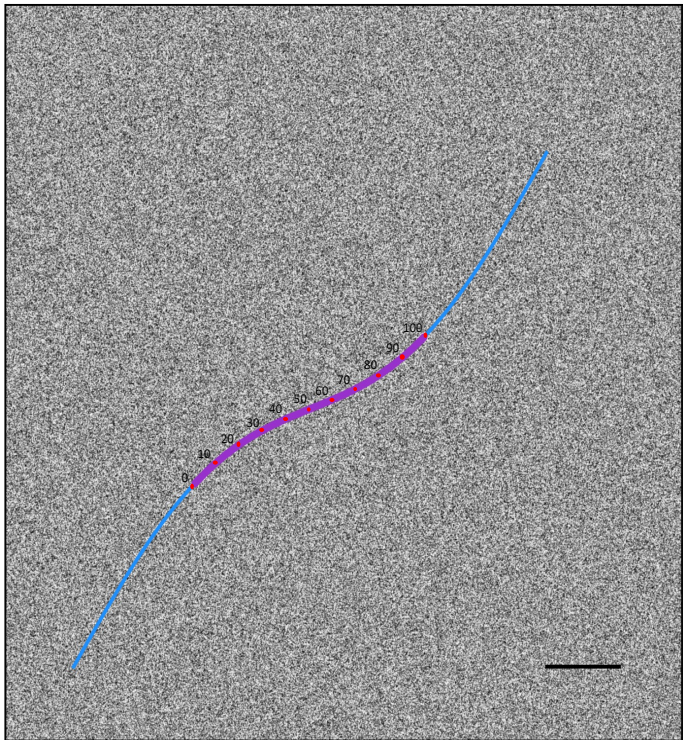


Familiarity



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 5
Navigation stats: RMSD error: 32.11; RMSD/dist: 0.080; TD: 8168; p90: 14; p50: 8; complete: 0

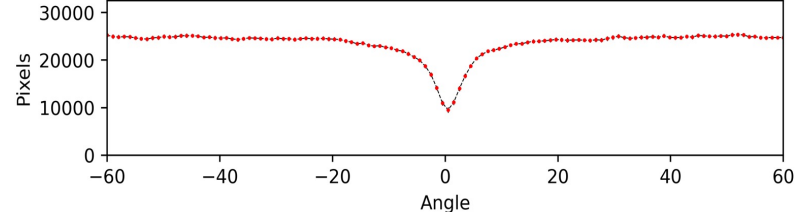
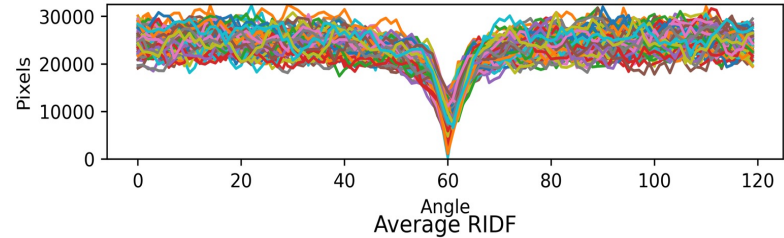
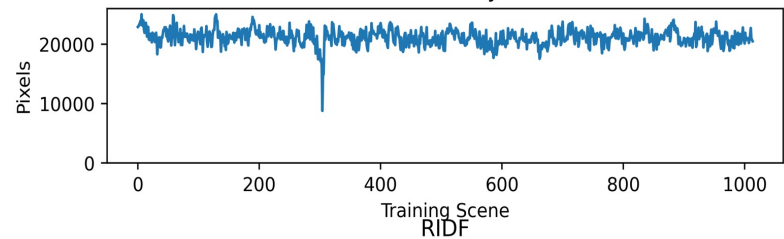
100%



Sensor Matrix

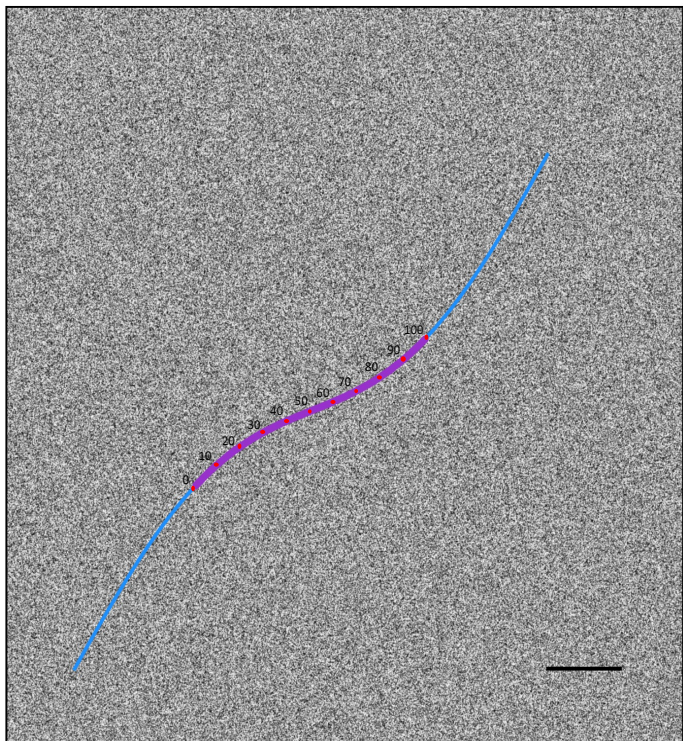


Familiarity



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 5
Navigation stats: RMSD error: 44.94; RMSD/dist: 0.112; TD: 11206; p90: 10; p50: 4; complete: 0

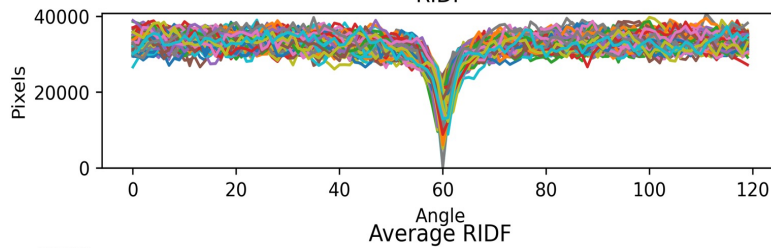
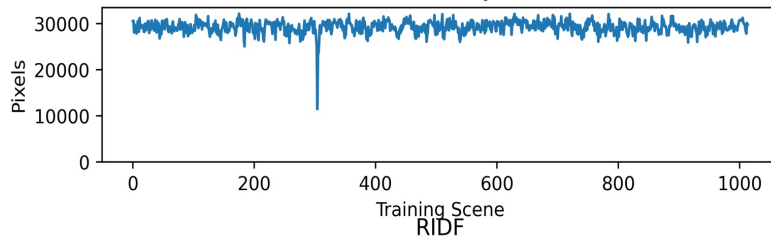
100%



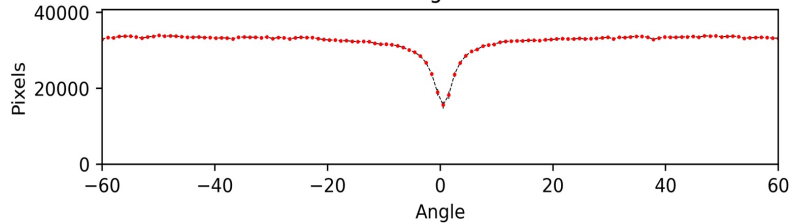
Sensor Matrix



Familiarity

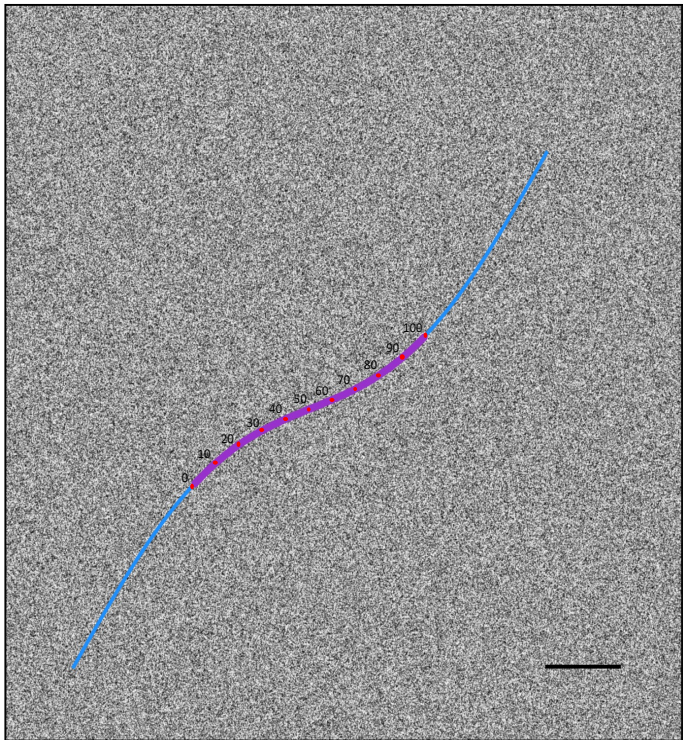


Average RIDF

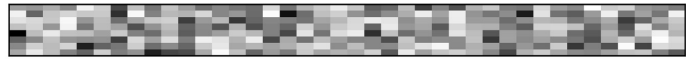


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 5
Navigation stats: RMSD error: 50.89; RMSD/dist: 0.127; TD: 13498; p90: 8; p50: 4; complete: 0

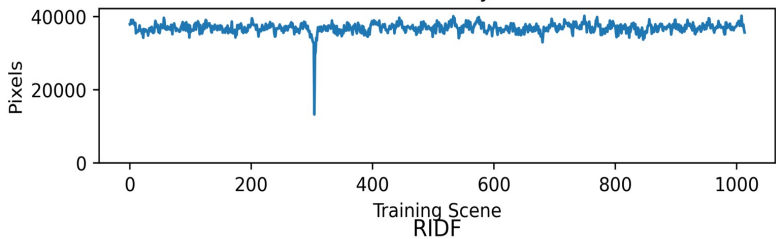
100%



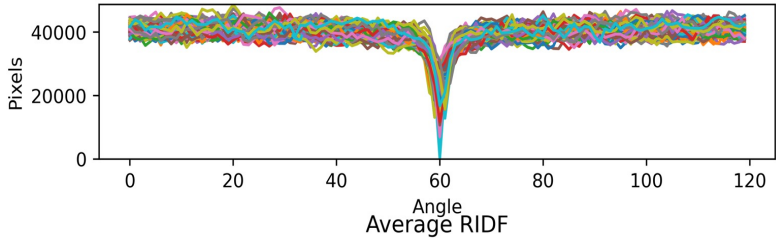
Sensor Matrix



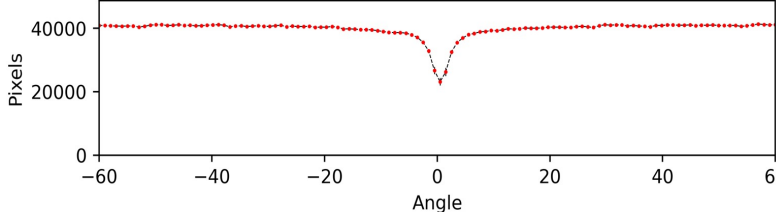
Familiarity



Average RIDF

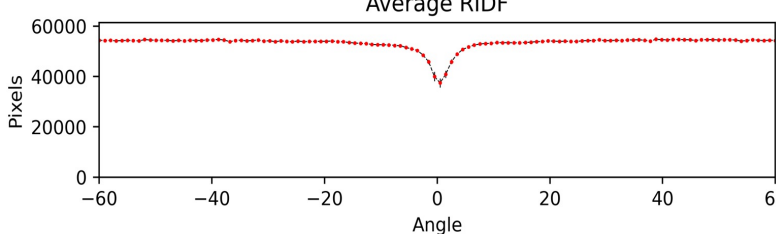
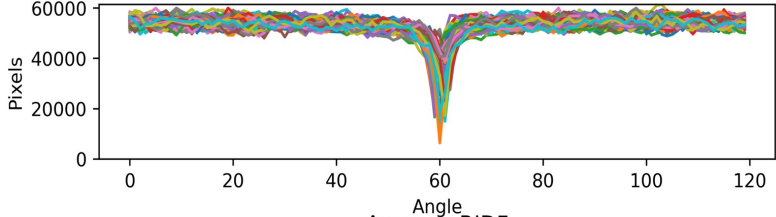
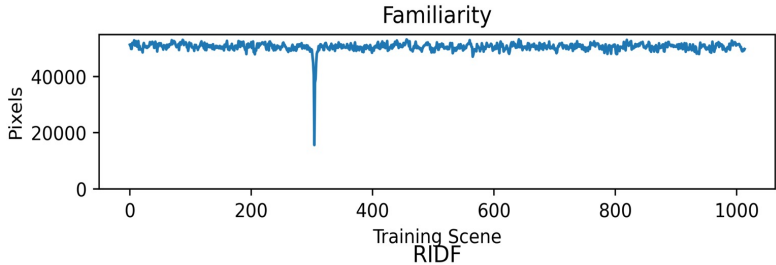
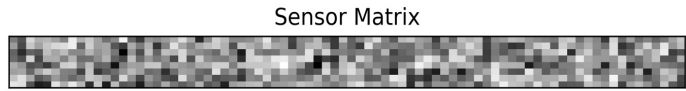
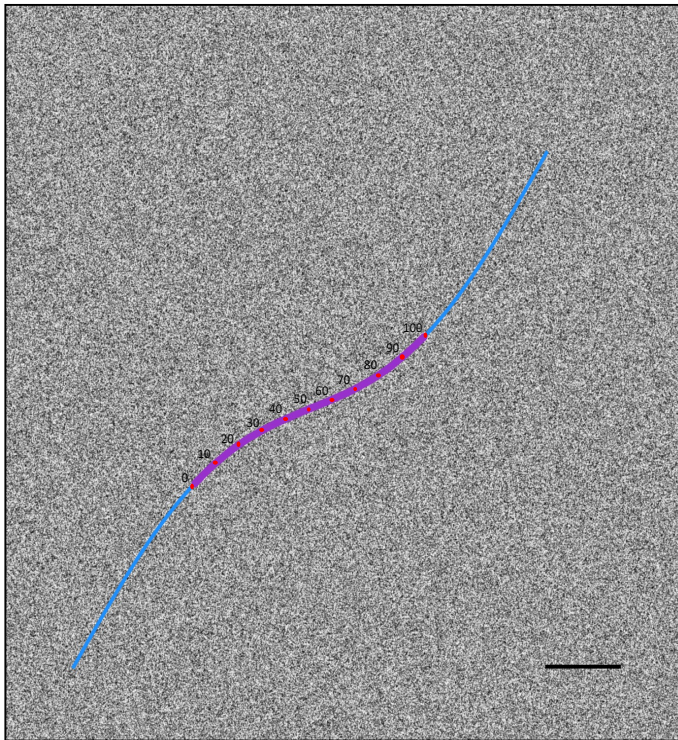


Average RIDF



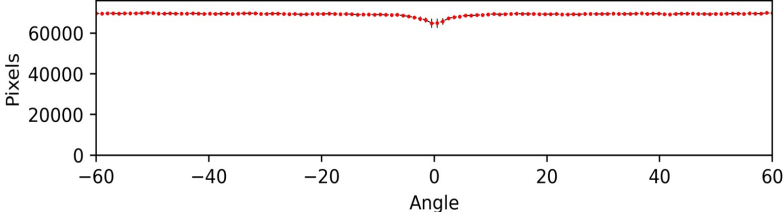
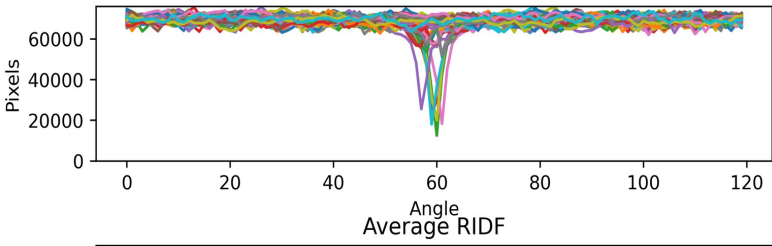
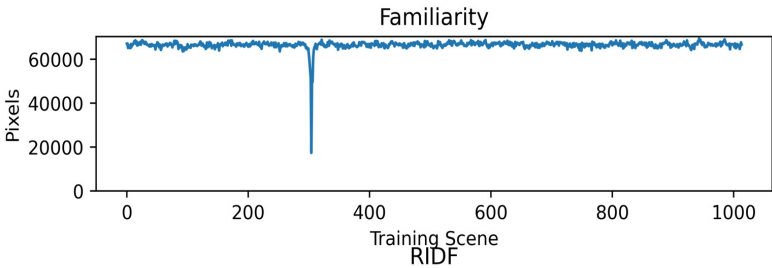
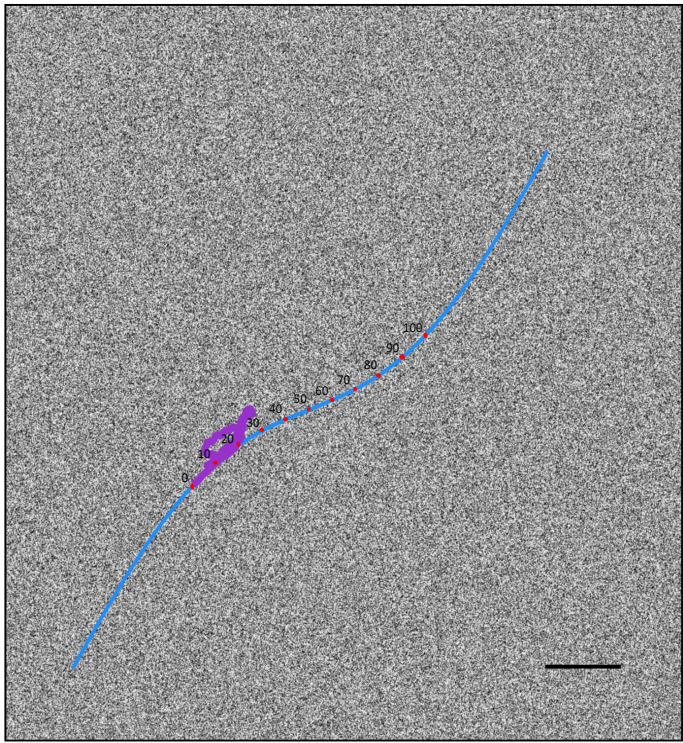
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 5
 Navigation stats: RMSD error: 51.07; RMSD/dist: 0.128; TD: 13736; p90: 6; p50: 4; complete: 0

100%



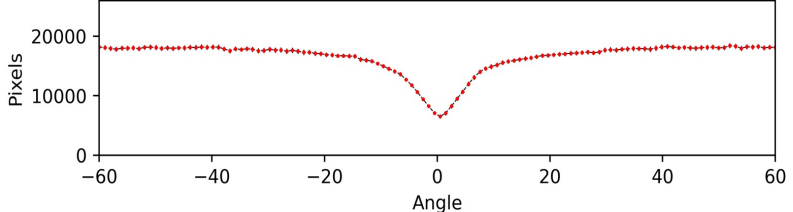
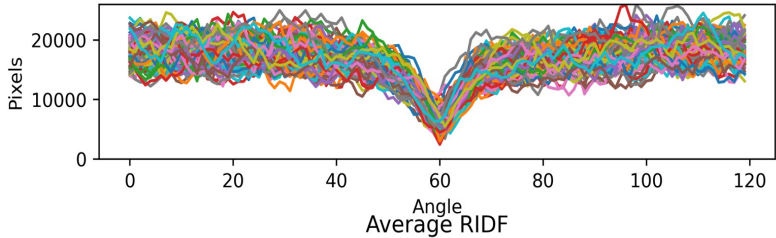
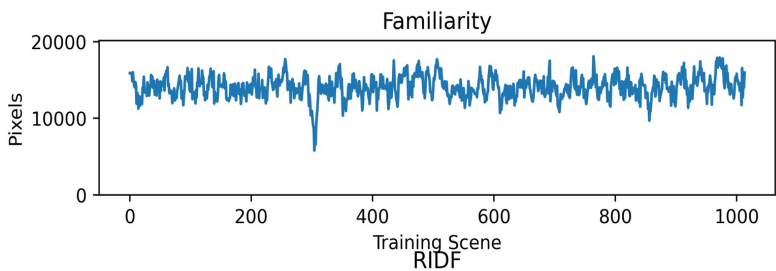
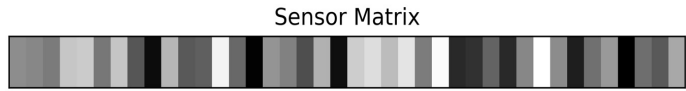
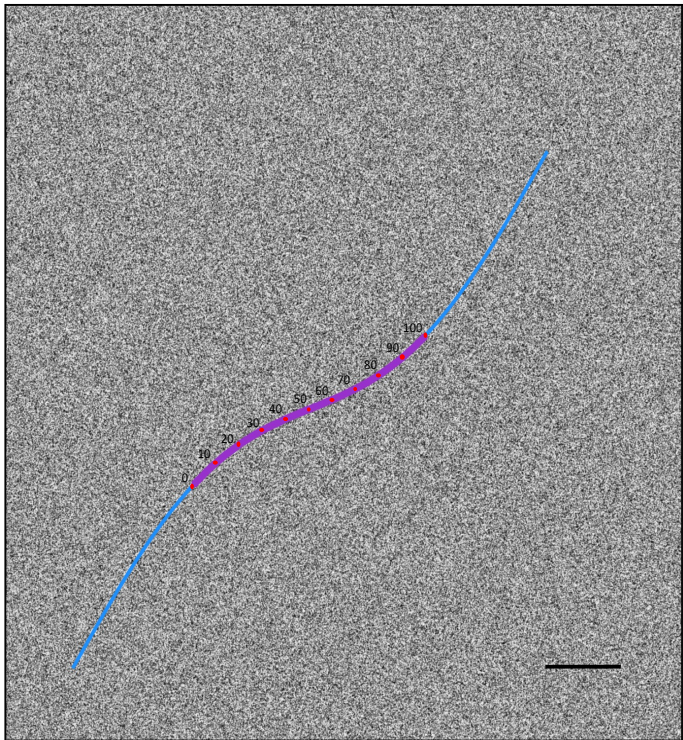
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 5
Navigation stats: RMSD error: 75.72; RMSD/dist: 0.189; TD: 13331; p90: 8; p50: 4; complete: 0

20%



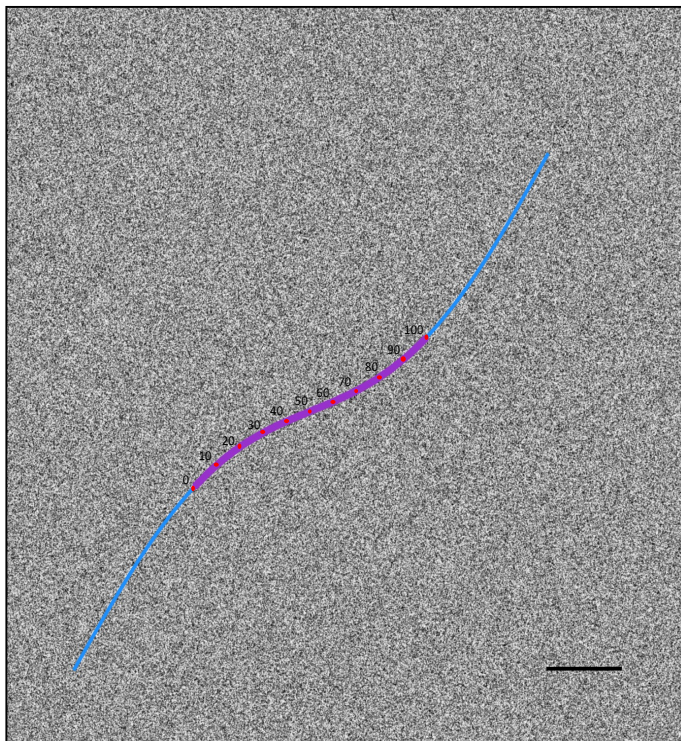
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 5
 Navigation stats: RMSD error: 1311.50; RMSD/dist: 3.279; TD: 1979; p90: 4; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 6
Navigation stats: RMSD error: 50.12; RMSD/dist: 0.125; TD: 7537; p90: 14; p50: 8; complete: 0

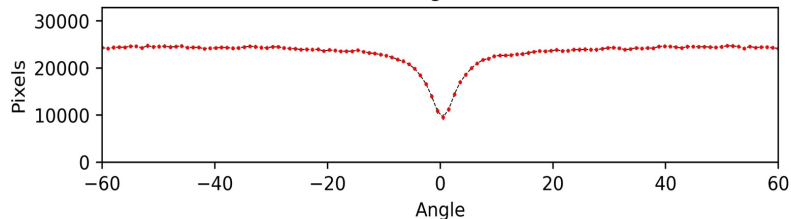
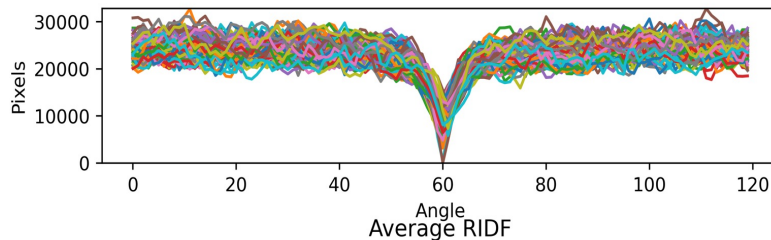
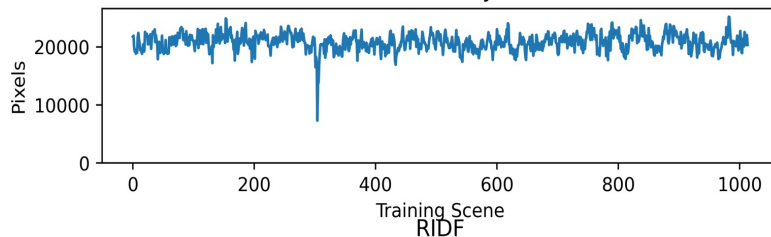
100%



Sensor Matrix

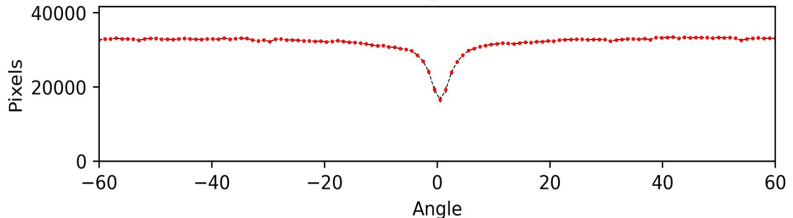
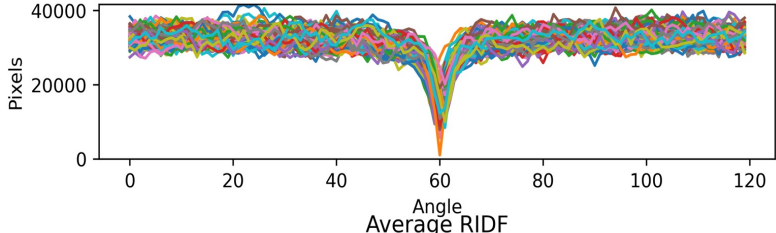
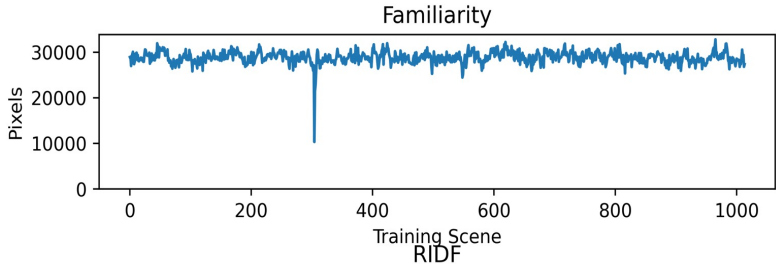
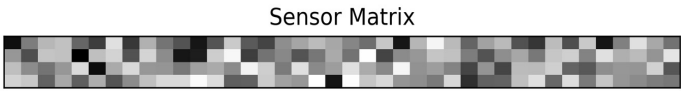
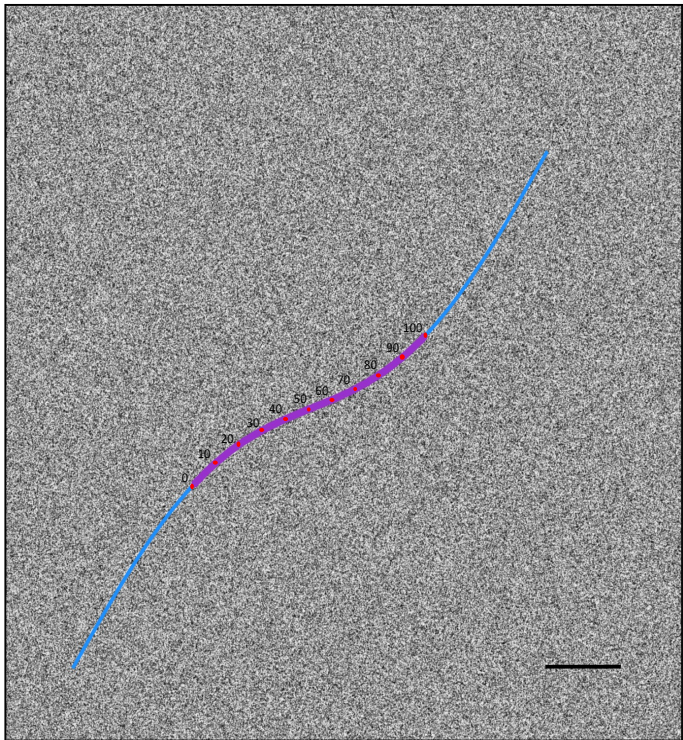


Familiarity



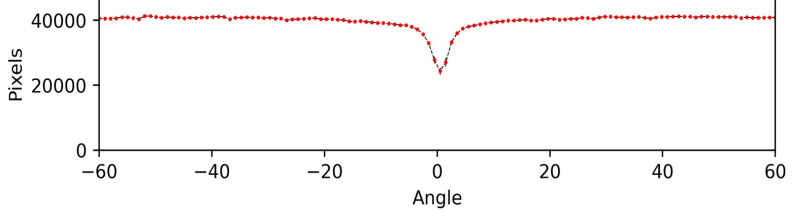
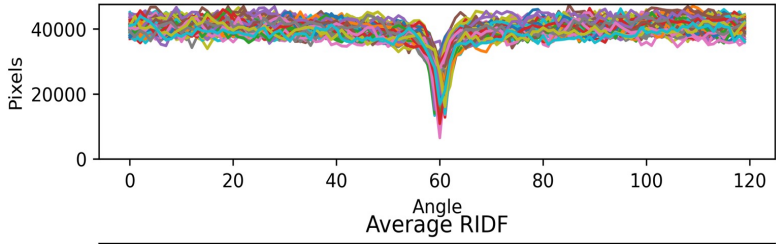
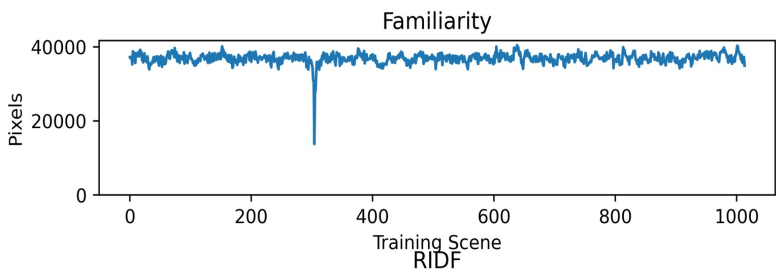
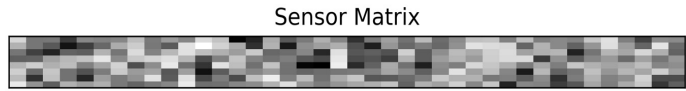
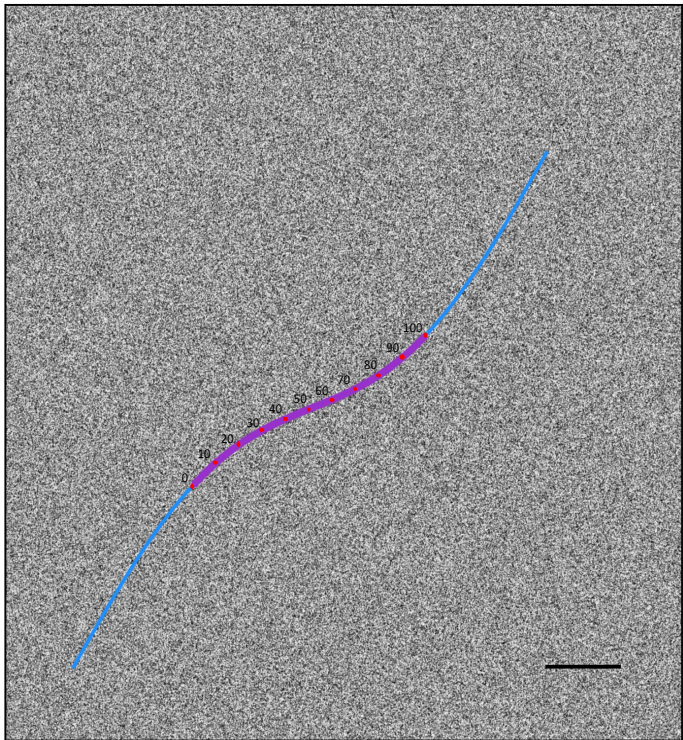
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 6
Navigation stats: RMSD error: 49.87; RMSD/dist: 0.125; TD: 10970; p90: 10; p50: 4; complete: 0

100%



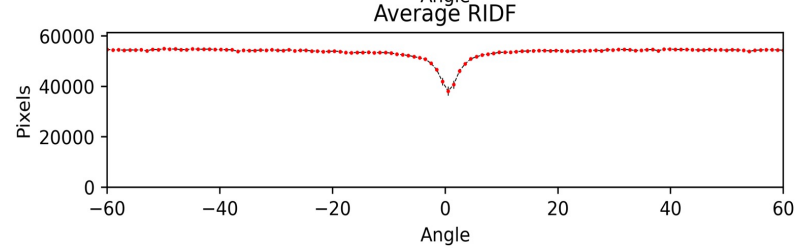
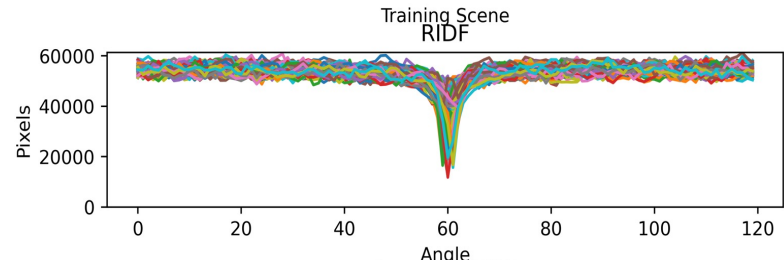
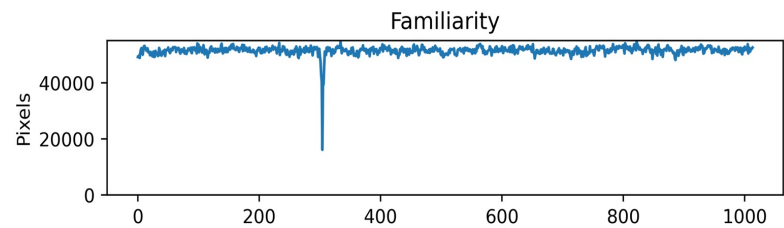
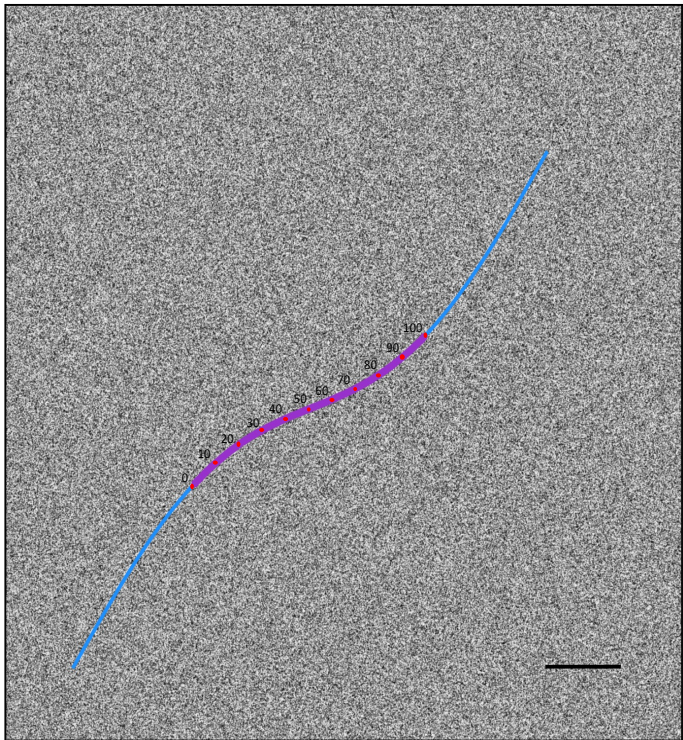
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x40 @ 1x1 px/px; Trial: 6
Navigation stats: RMSD error: 62.60; RMSD/dist: 0.157; TD: 12210; p90: 6; p50: 4; complete: 0

100%



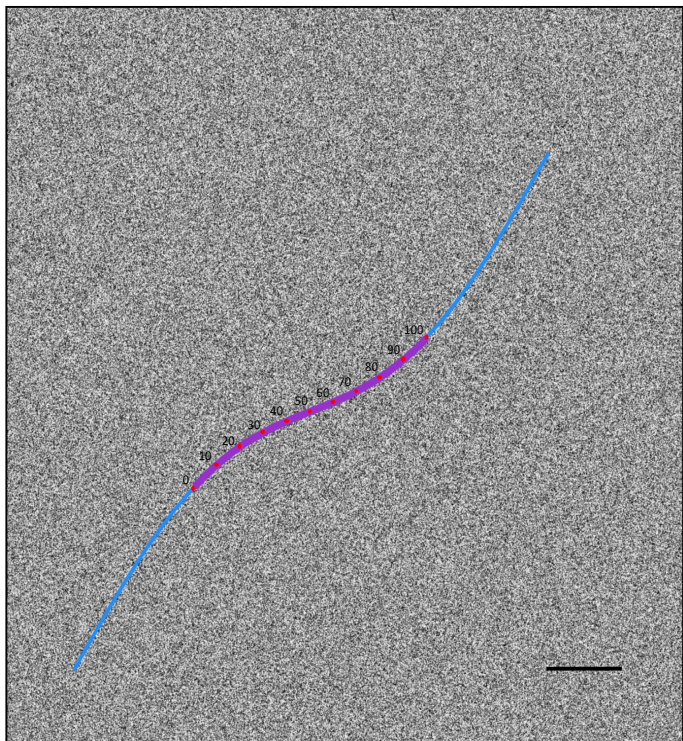
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 6
Navigation stats: RMSD error: 61.97; RMSD/dist: 0.155; TD: 12563; p90: 6; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 6
 Navigation stats: RMSD error: 79.98; RMSD/dist: 0.200; TD: 12787; p90: 6; p50: 4; complete: 0

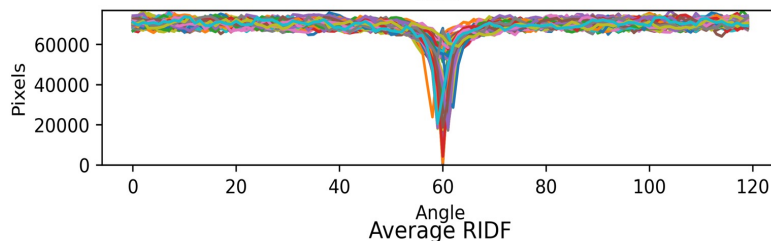
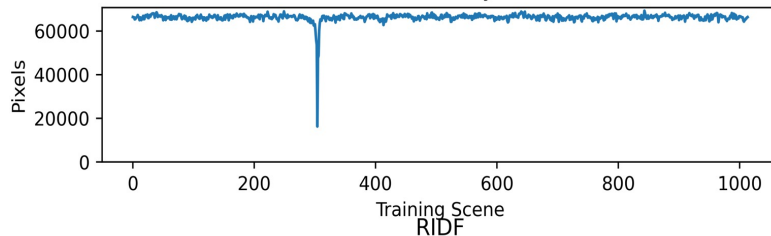
100%



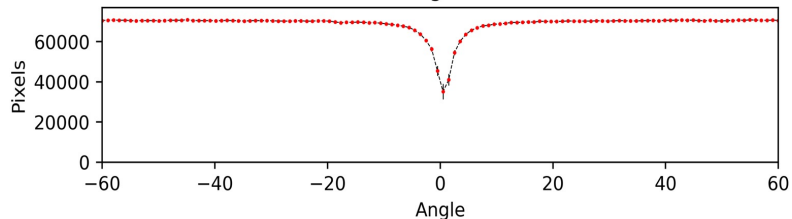
Sensor Matrix



Familiarity

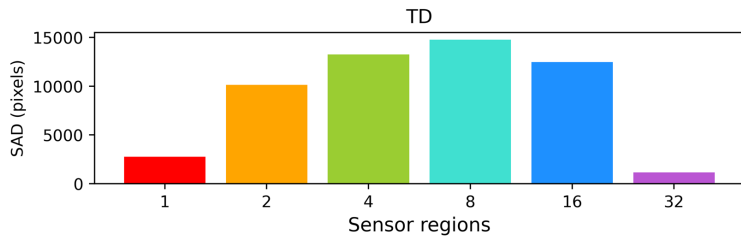
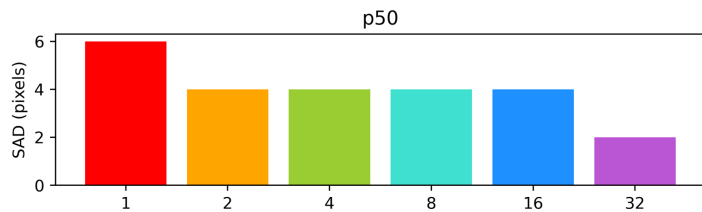
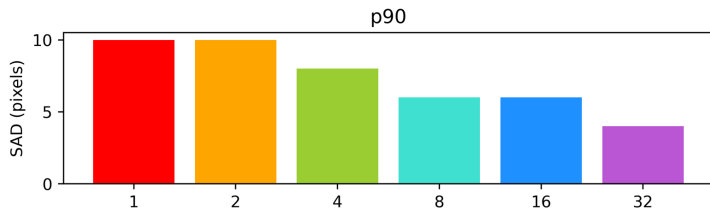
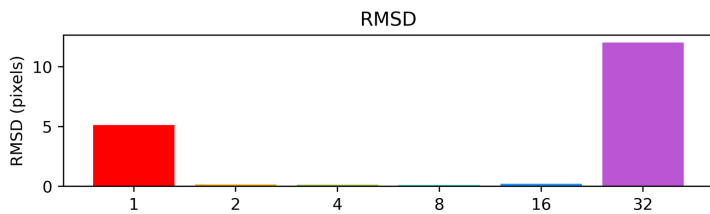
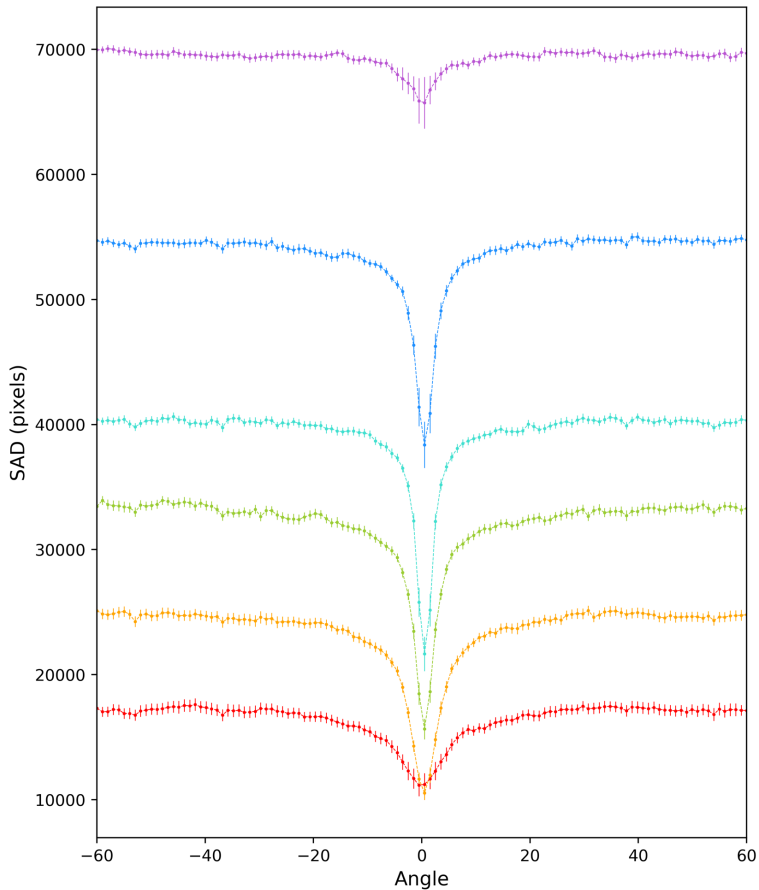


Average RIDF

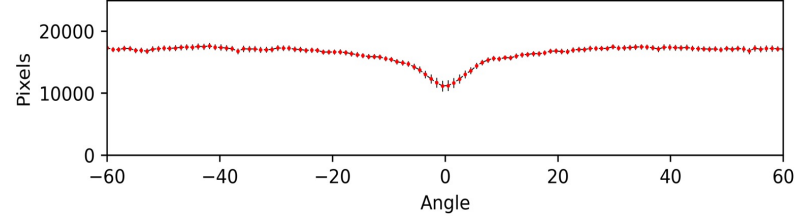
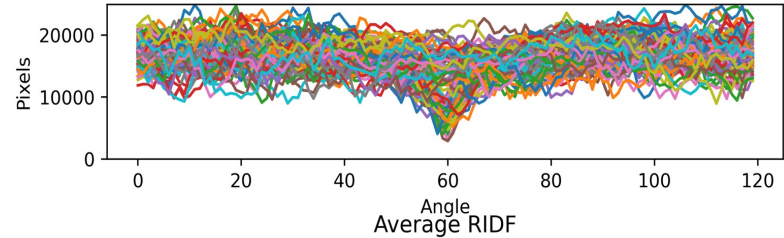
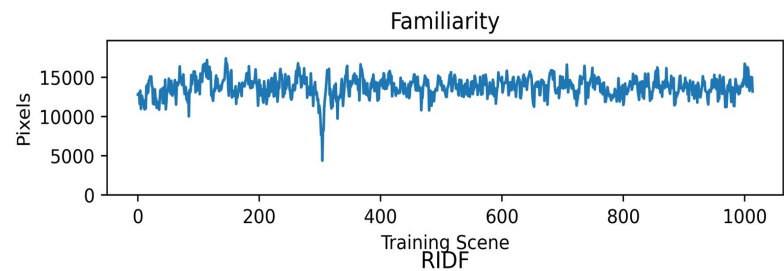
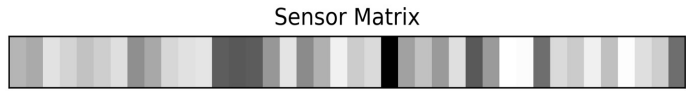
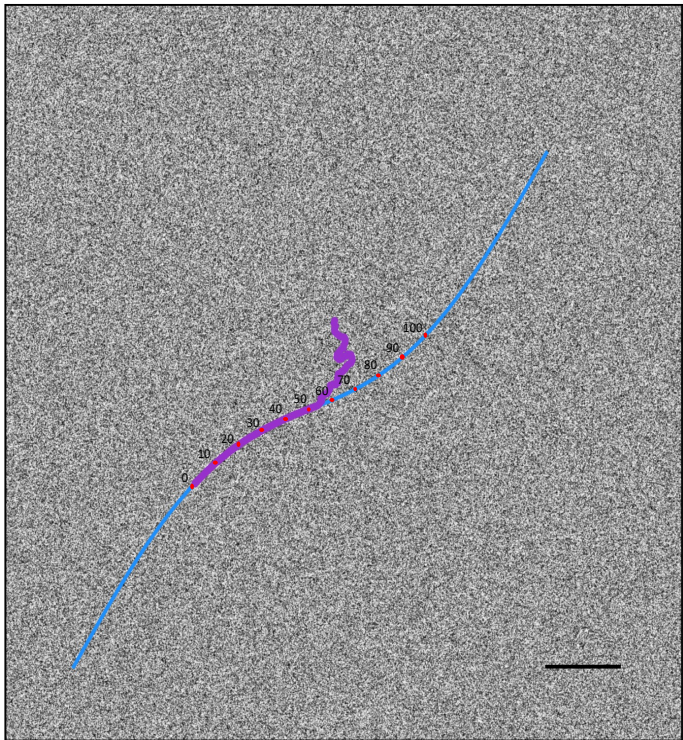


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 6
Navigation stats: RMSD error: 37.72; RMSD/dist: 0.094; TD: 31779; p90: 8; p50: 4; complete: 0

Index: BLUR: 0.5; LEVELS: 64; TRIAL: 7

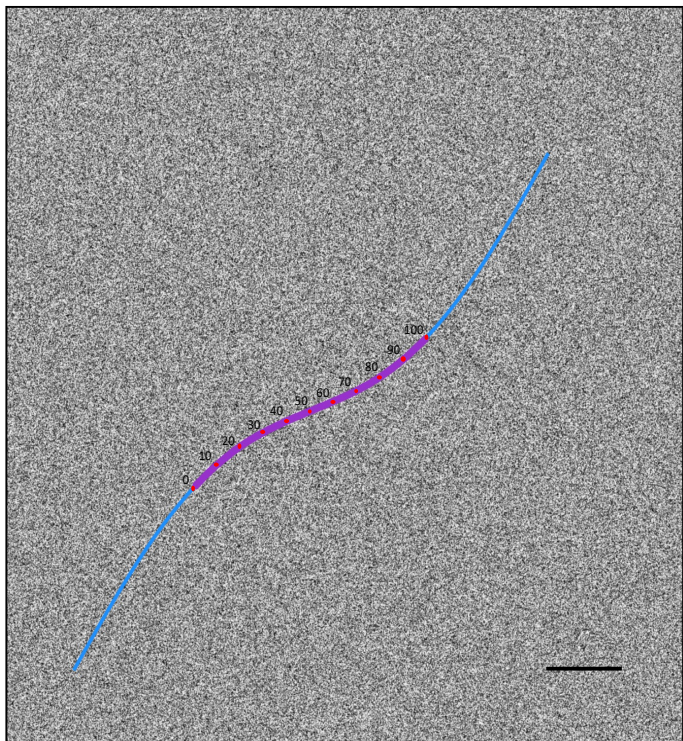


50%

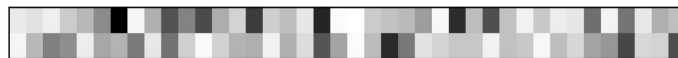


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 7
Navigation stats: RMSD error: 2050.08; RMSD/dist: 5.125; TD: 2756; p90: 10; p50: 6; complete: 0

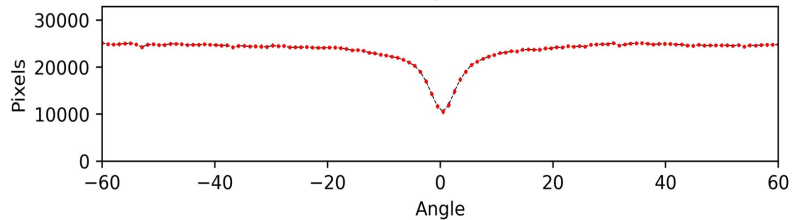
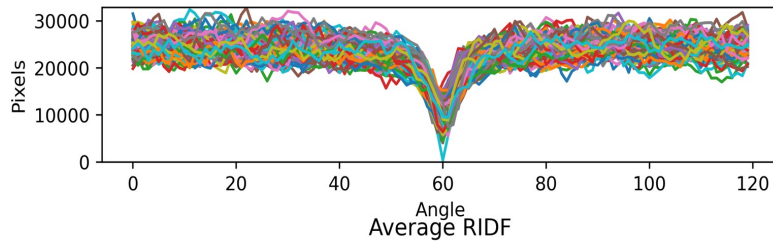
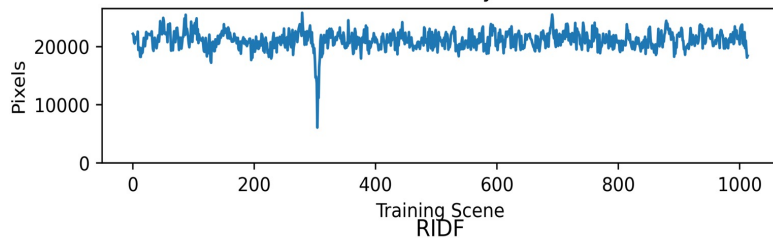
100%



Sensor Matrix

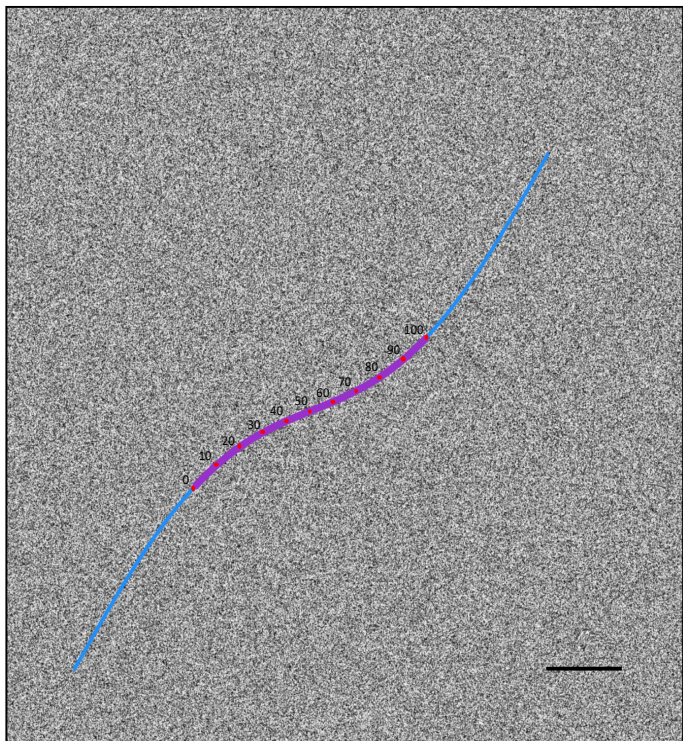


Familiarity

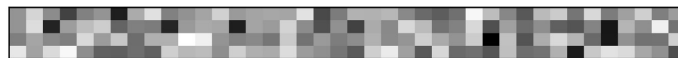


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 7
Navigation stats: RMSD error: 57.16; RMSD/dist: 0.143; TD: 10144; p90: 10; p50: 4; complete: 0

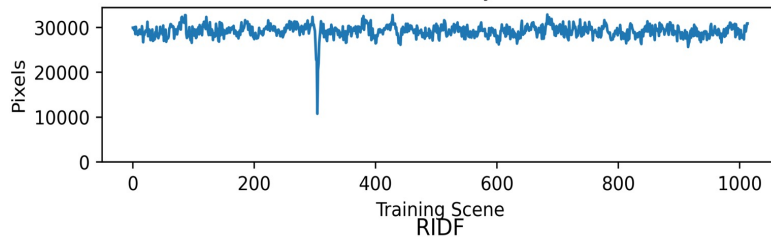
100%



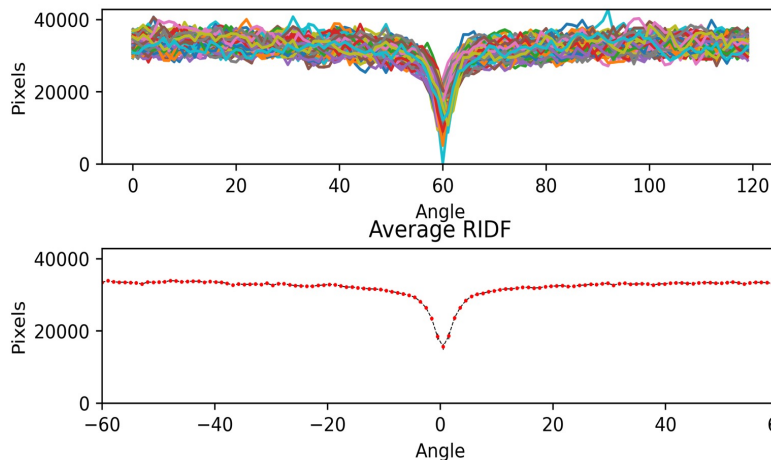
Sensor Matrix



Familiarity

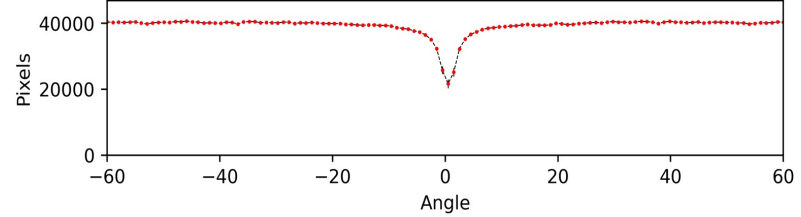
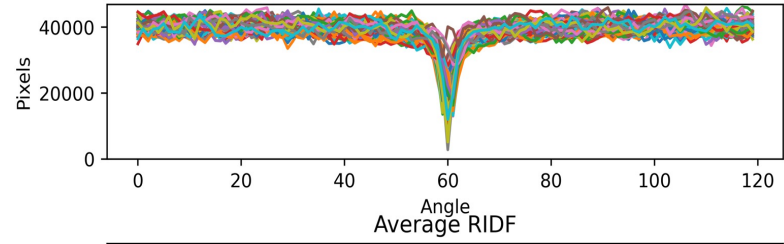
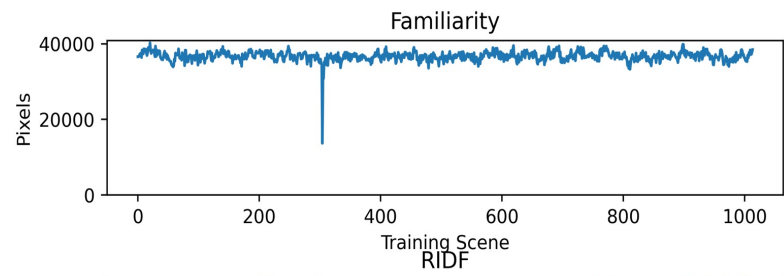
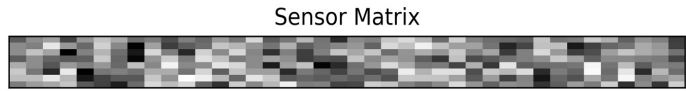
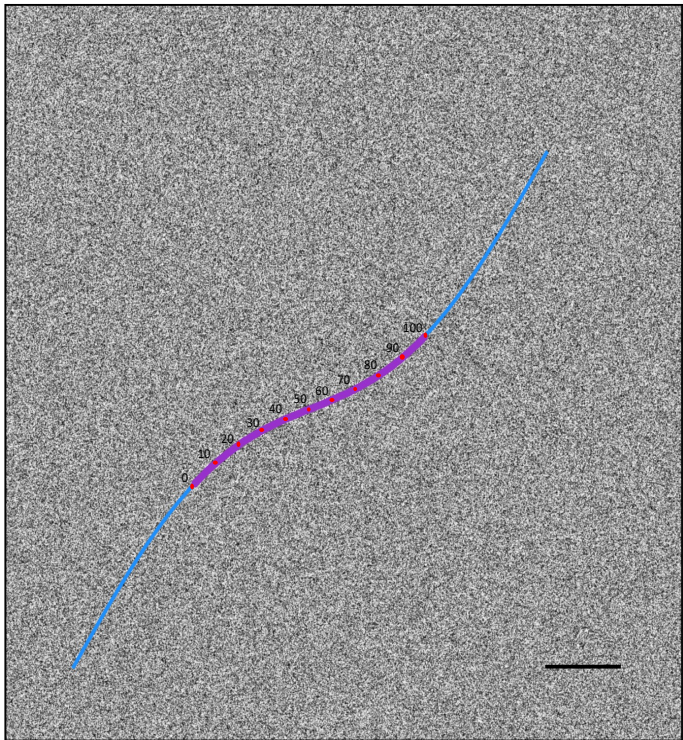


Average RIDF



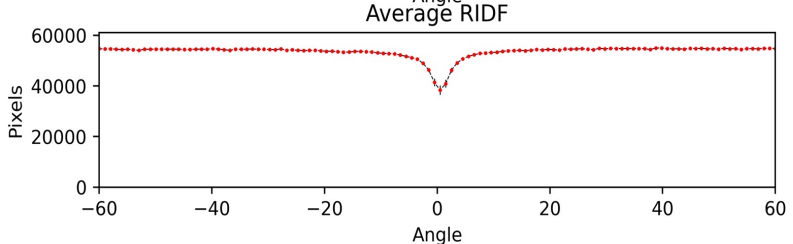
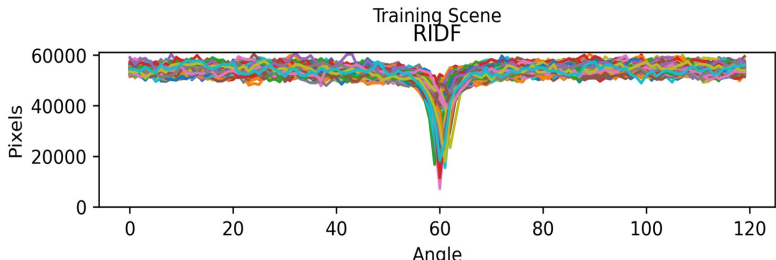
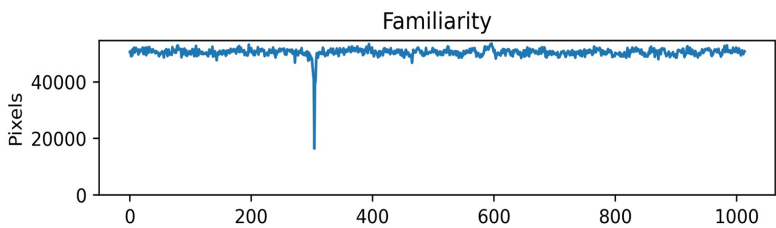
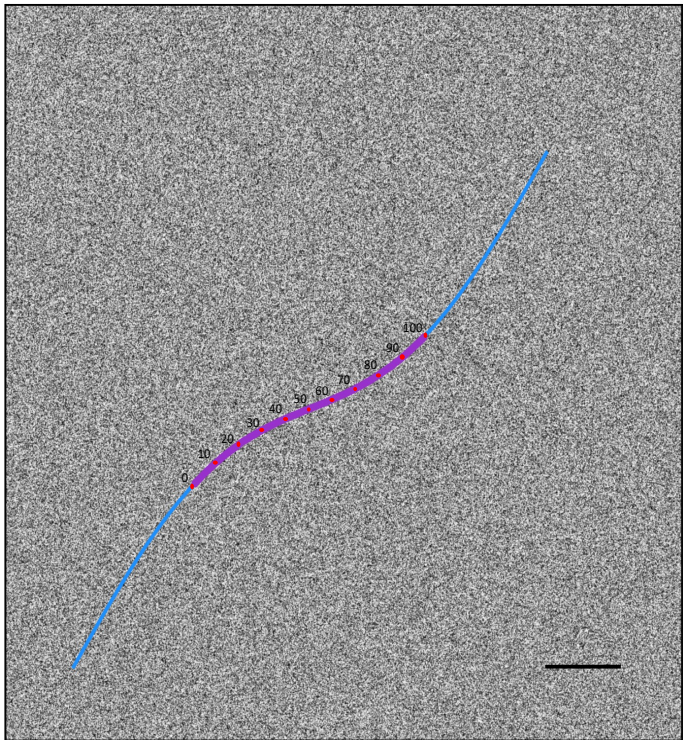
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 7
 Navigation stats: RMSD error: 53.18; RMSD/dist: 0.133; TD: 13257; p90: 8; p50: 4; complete: 0

100%



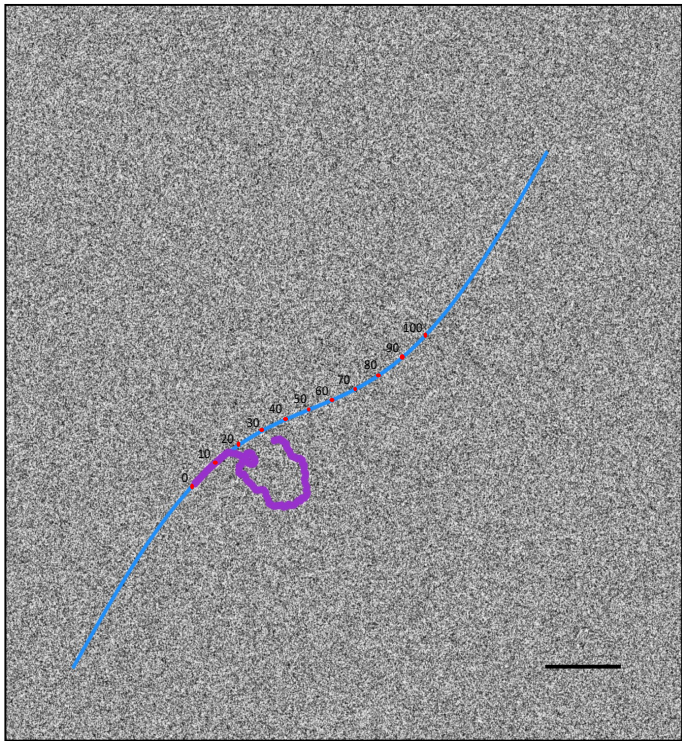
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 7
Navigation stats: RMSD error: 42.61; RMSD/dist: 0.107; TD: 14761; p90: 6; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 7
Navigation stats: RMSD error: 83.46; RMSD/dist: 0.209; TD: 12485; p90: 6; p50: 4; complete: 0

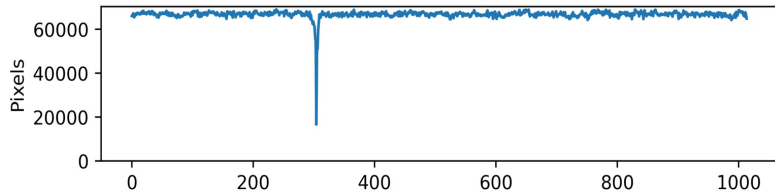
10%



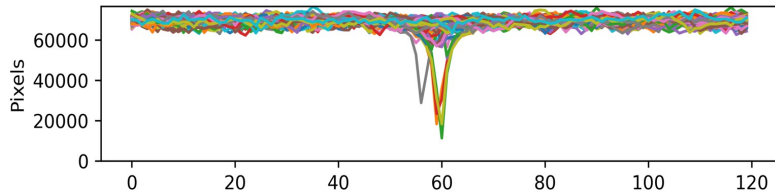
Sensor Matrix



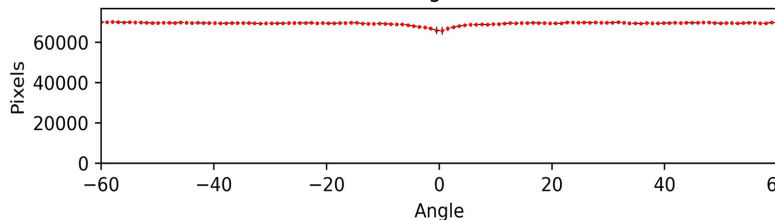
Familiarity



Average RIDF

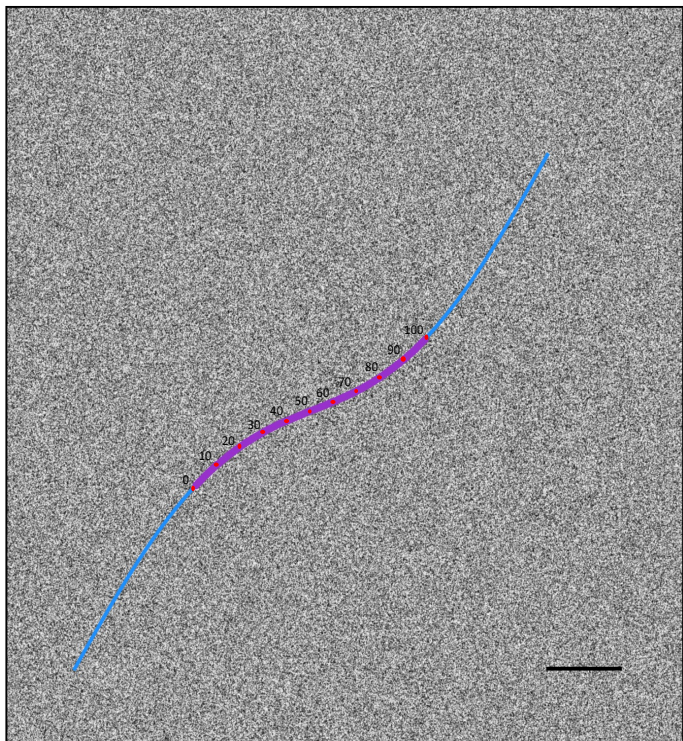


Average RIDF



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 7
Navigation stats: RMSD error: 4816.99; RMSD/dist: 12.042; TD: 1143; p90: 4; p50: 2; complete: 0

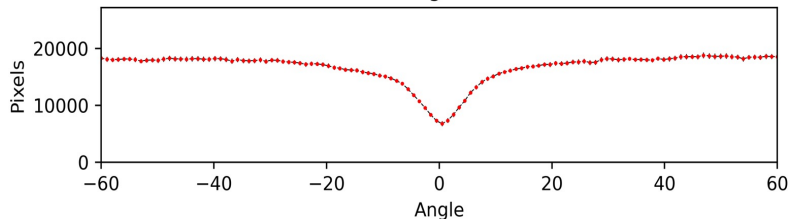
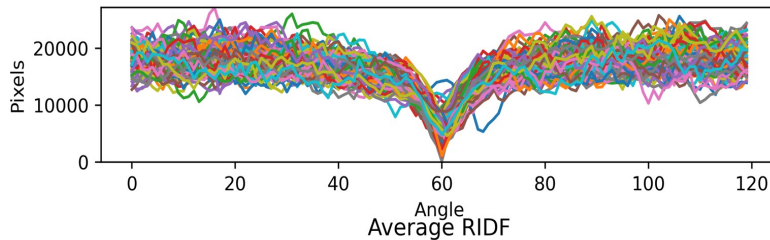
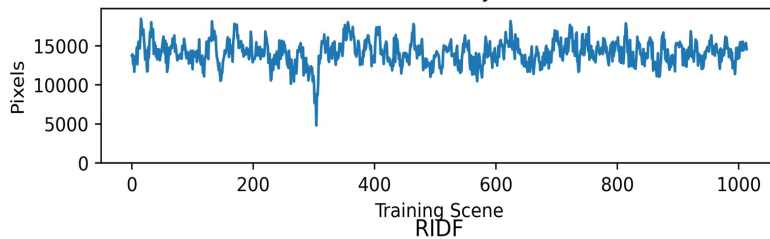
100%



Sensor Matrix

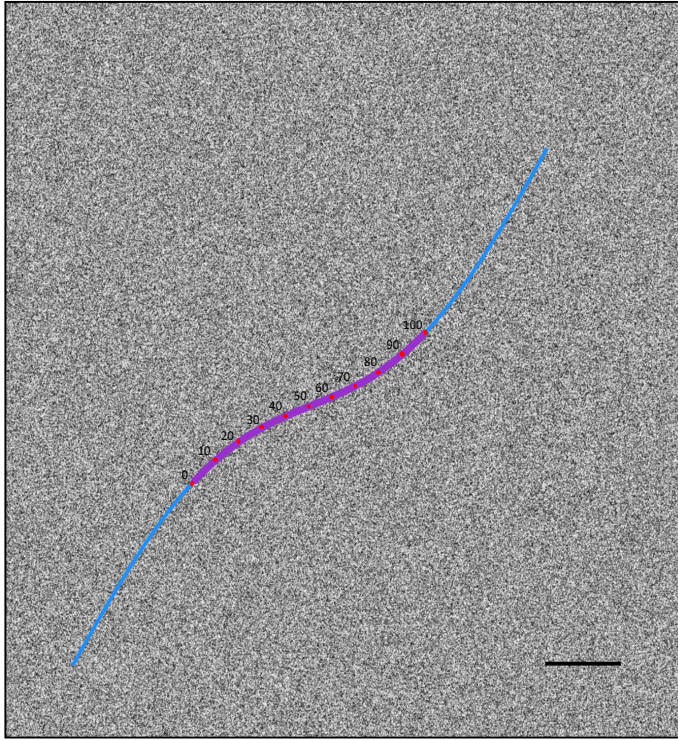


Familiarity



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 8
Navigation stats: RMSD error: 54.62; RMSD/dist: 0.137; TD: 7308; p90: 14; p50: 8; complete: 0

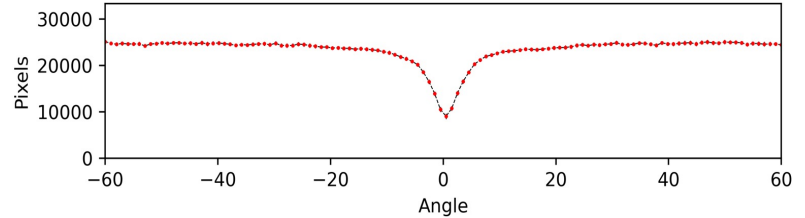
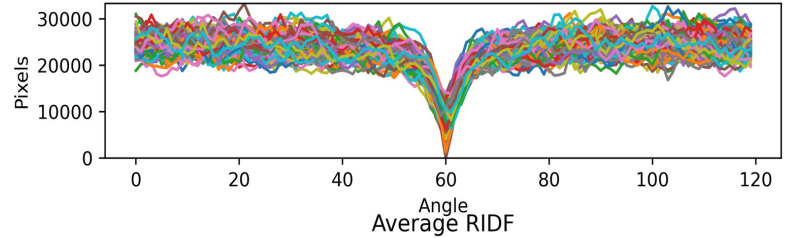
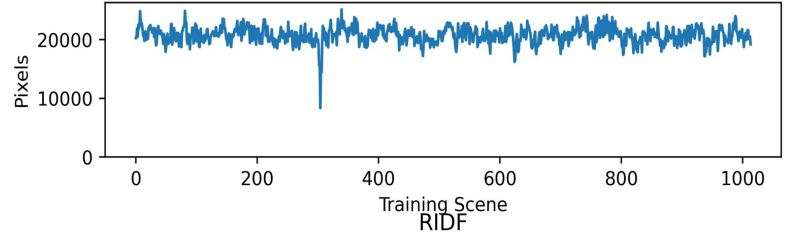
100%



Sensor Matrix

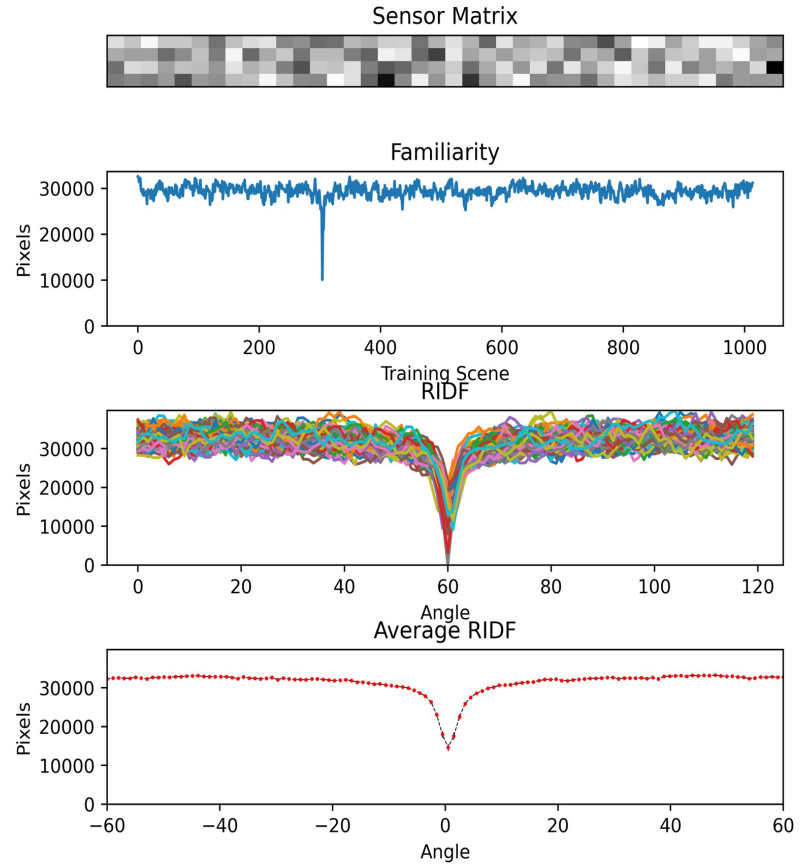
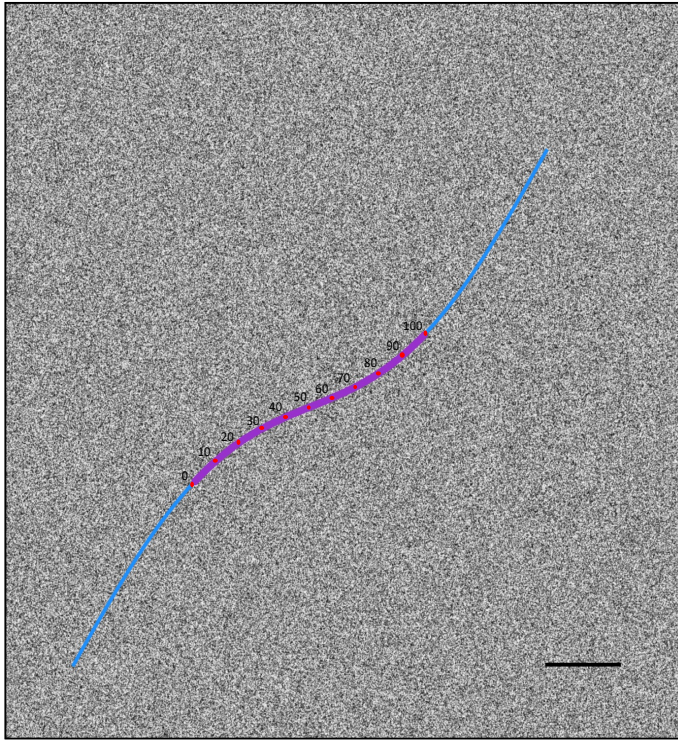


Familiarity



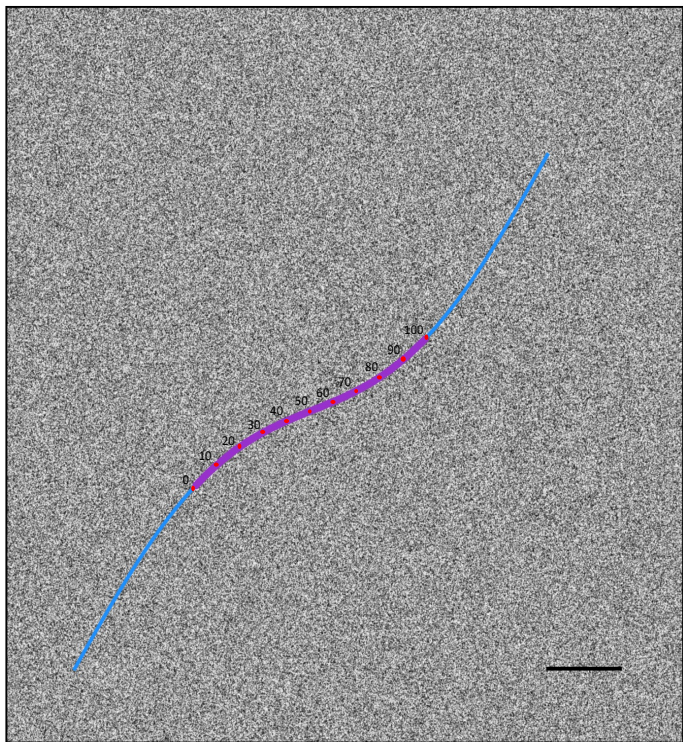
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 8
Navigation stats: RMSD error: 39.79; RMSD/dist: 0.099; TD: 11606; p90: 10; p50: 4; complete: 0

100%

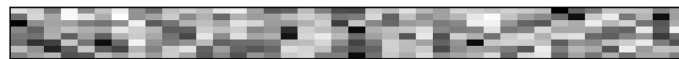


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 8
Navigation stats: RMSD error: 43.68; RMSD/dist: 0.109; TD: 14035; p90: 8; p50: 4; complete: 0

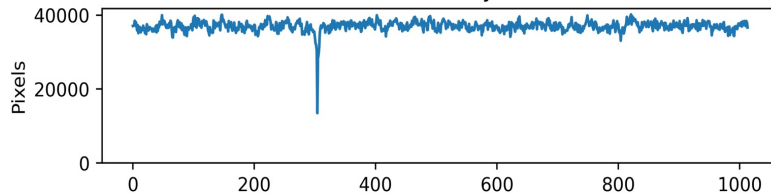
100%



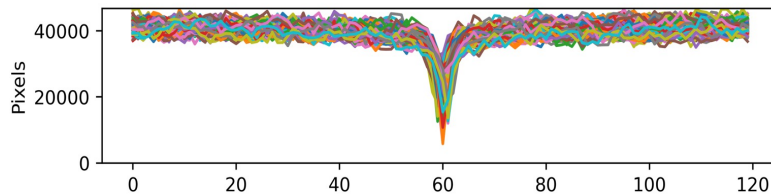
Sensor Matrix



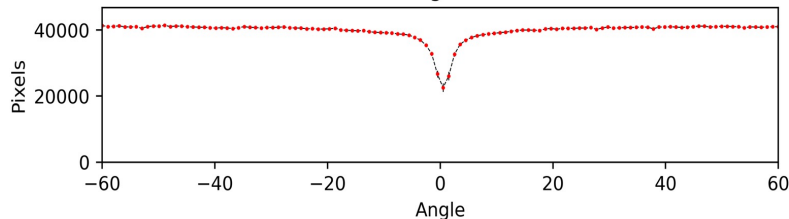
Familiarity



Training Scene RIDF

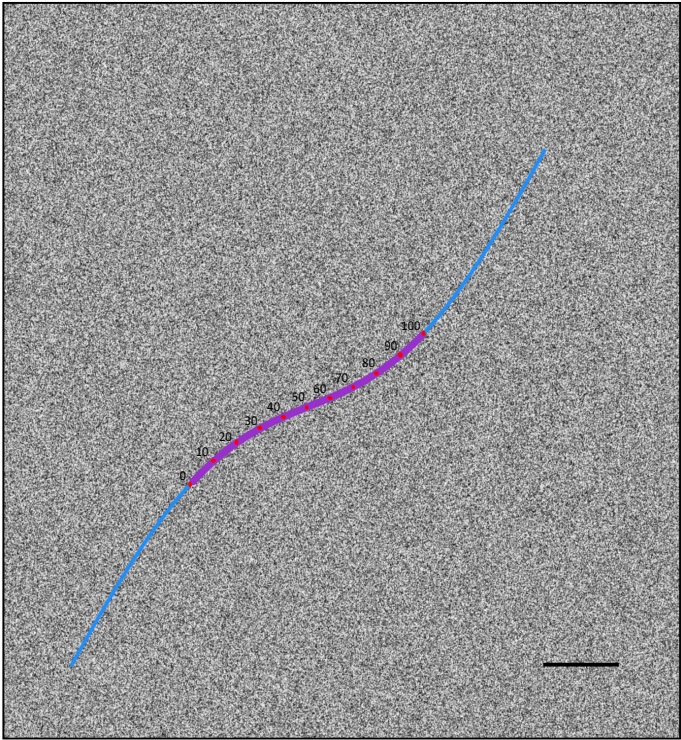


Average RIDF



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 8
Navigation stats: RMSD error: 55.42; RMSD/dist: 0.139; TD: 14198; p90: 6; p50: 2; complete: 0

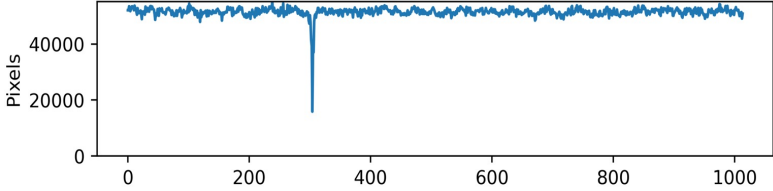
100%



Sensor Matrix

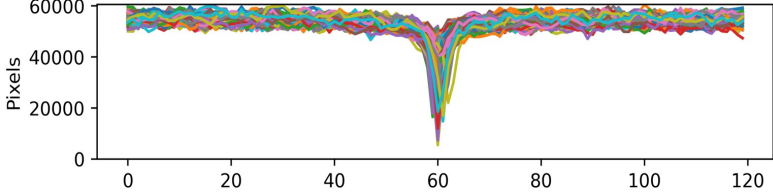


Familiarity

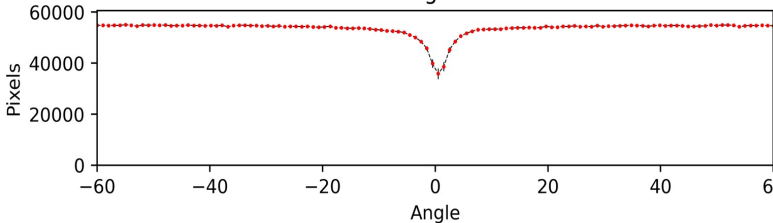


Training Scene

RIDF

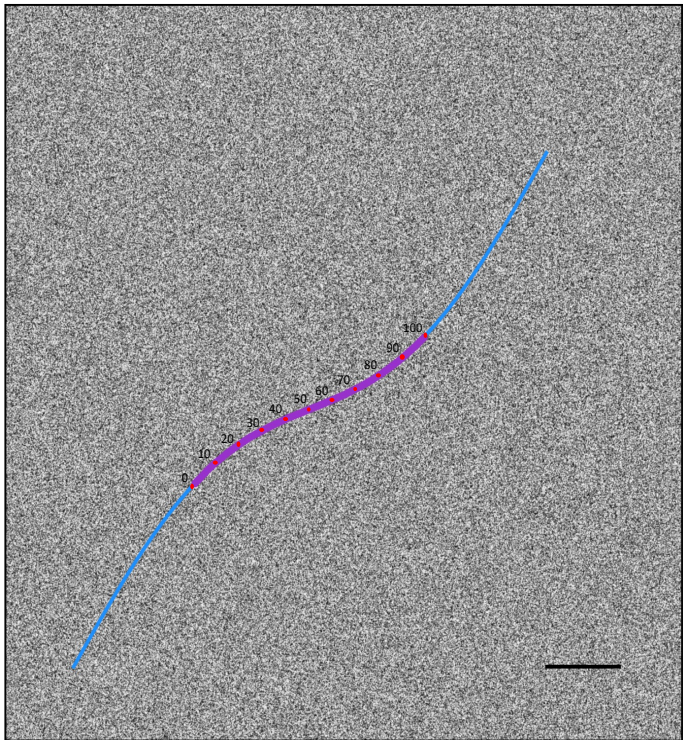


Average Angle RIDF

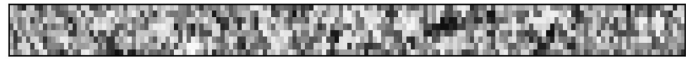


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 8
Navigation stats: RMSD error: 64.75; RMSD/dist: 0.162; TD: 15013; p90: 8; p50: 4; complete: 0

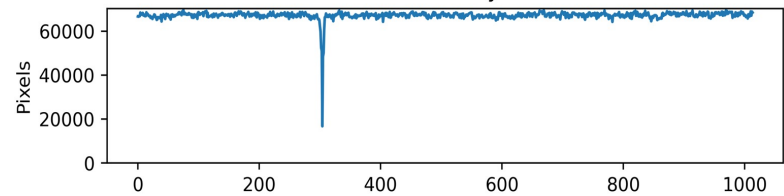
100%



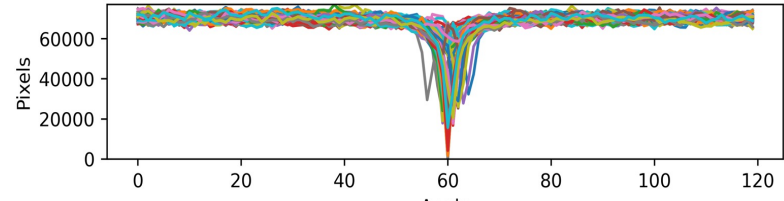
Sensor Matrix



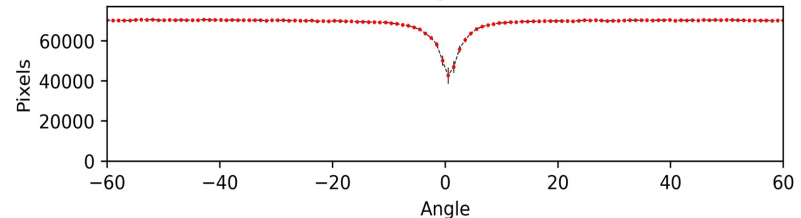
Familiarity



Training Scene RIDF

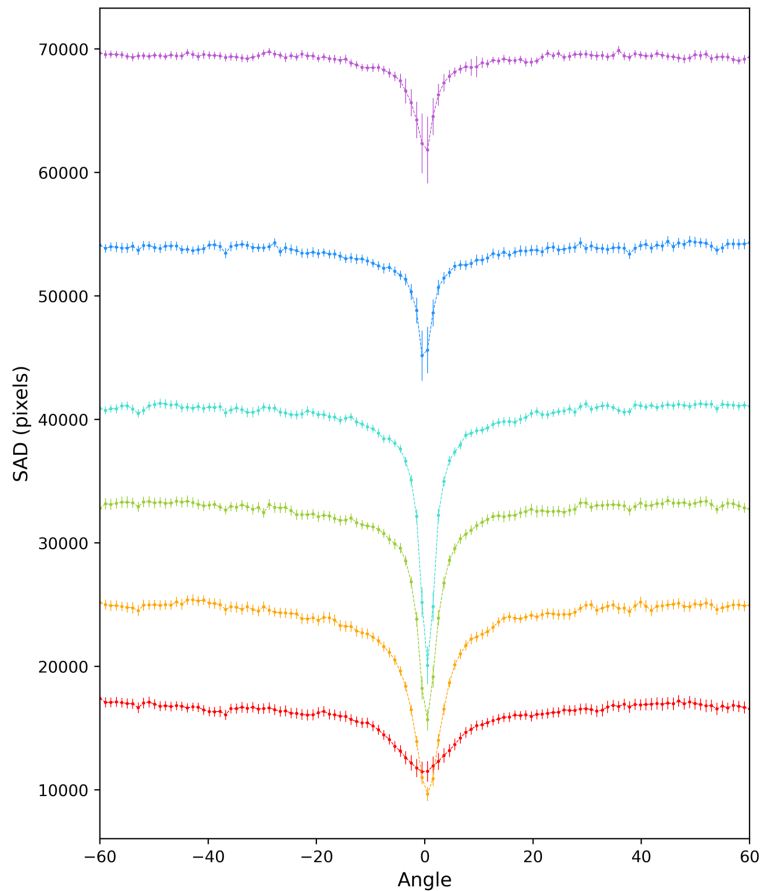


Average RIDF

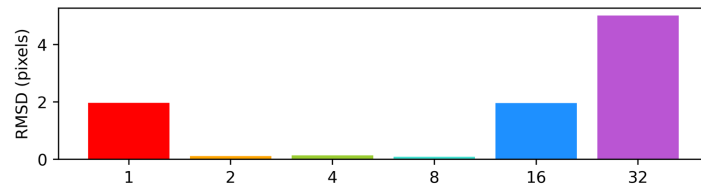


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 8
 Navigation stats: RMSD error: 53.83; RMSD/dist: 0.135; TD: 24110; p90: 8; p50: 4; complete: 0

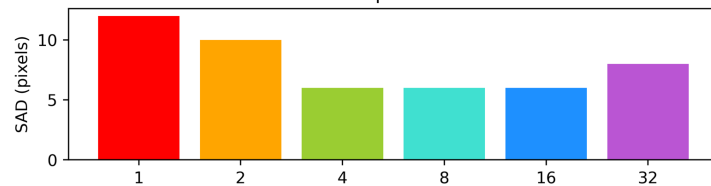
Index: BLUR: 0.5; LEVELS: 64; TRIAL: 9



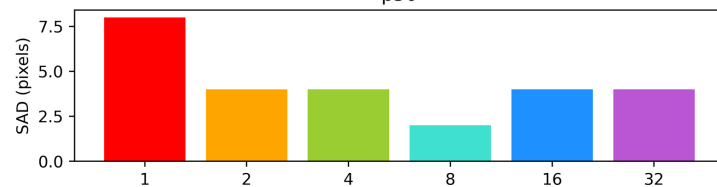
RMSD



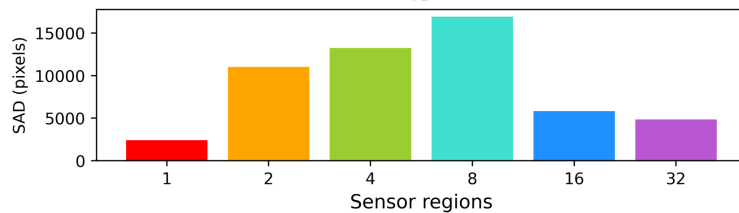
p90



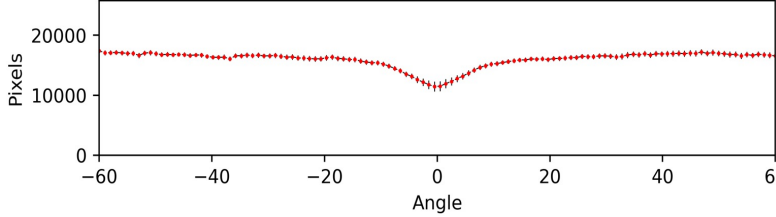
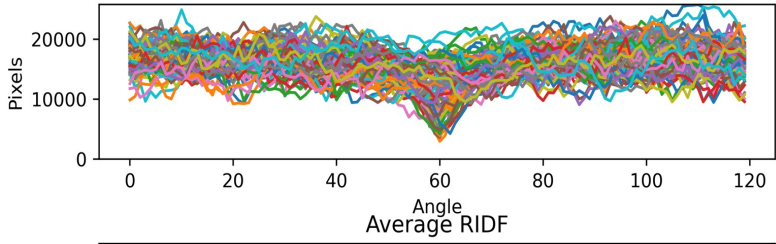
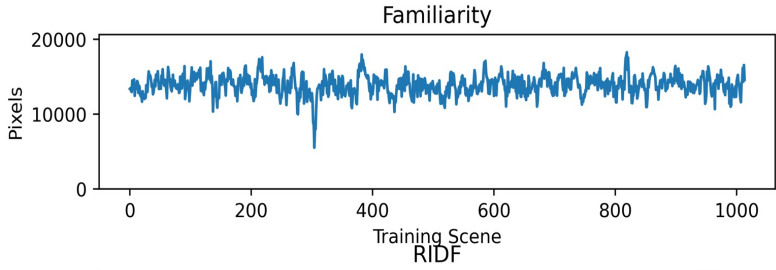
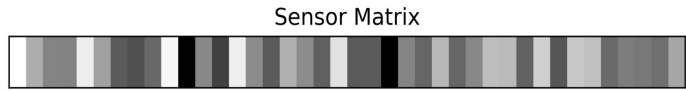
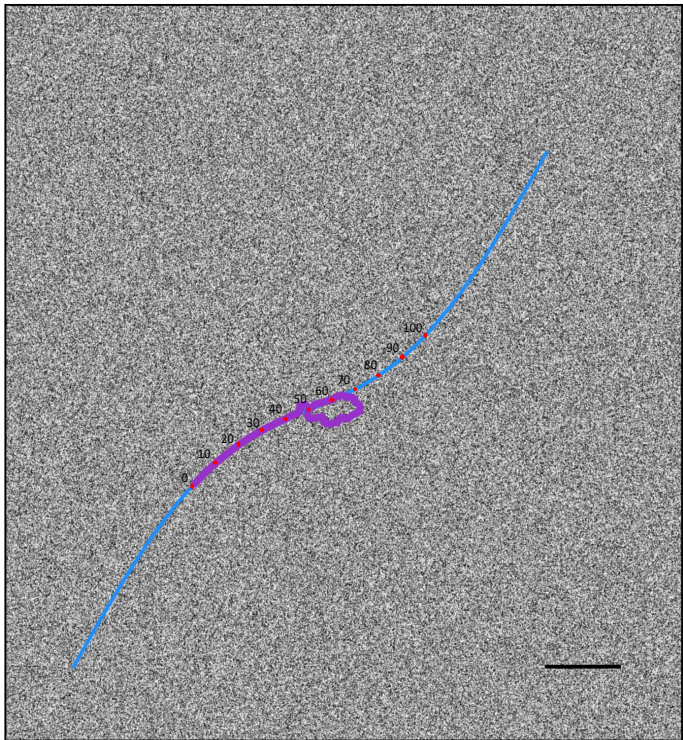
p50



TD

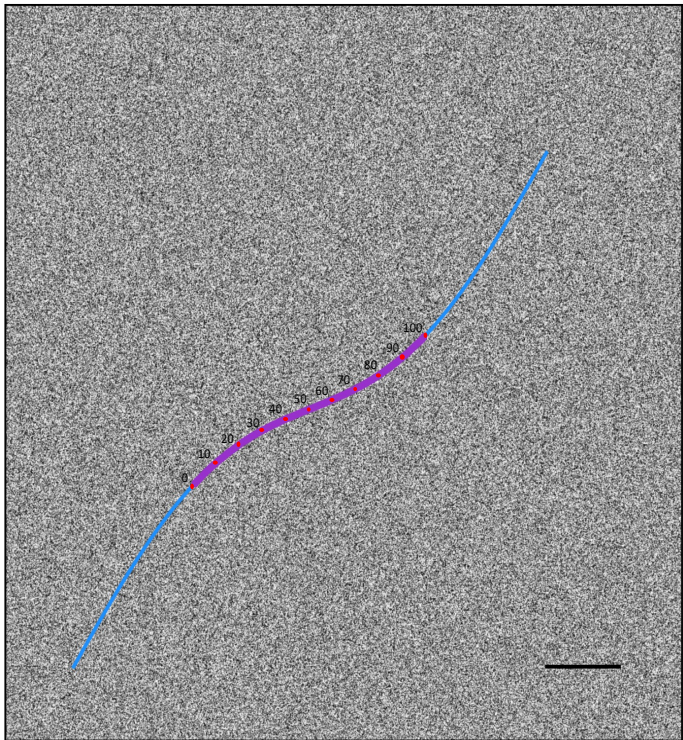


60%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x1 @ 1x1 px/px; Trial: 9
Navigation stats: RMSD error: 786.71; RMSD/dist: 1.967; TD: 2415; p90: 12; p50: 8; complete: 0

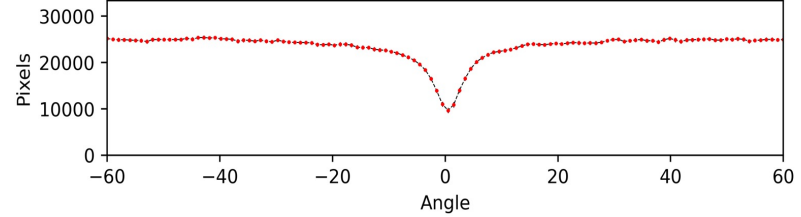
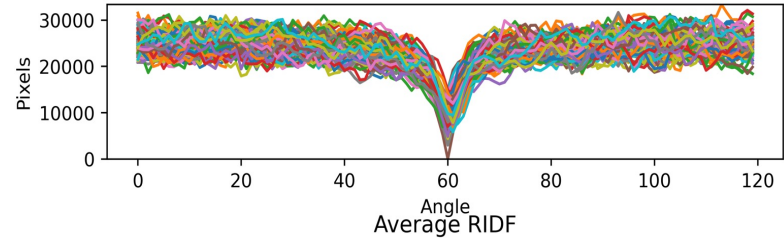
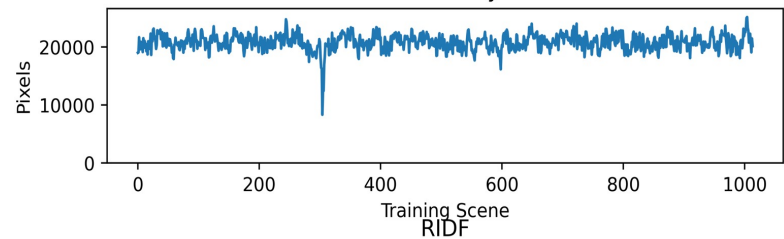
100%



Sensor Matrix

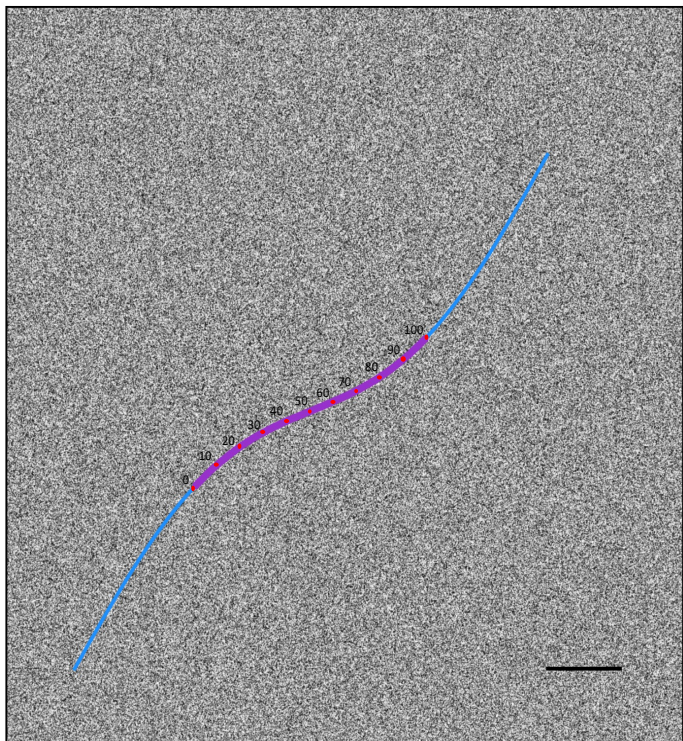


Familiarity

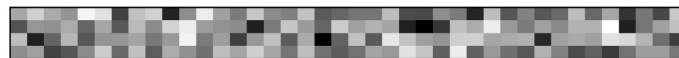


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 9
Navigation stats: RMSD error: 43.18; RMSD/dist: 0.108; TD: 11014; p90: 10; p50: 4; complete: 0

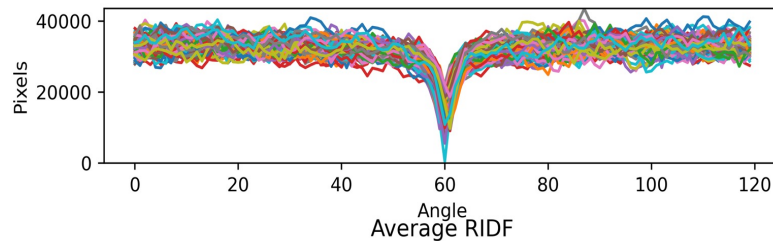
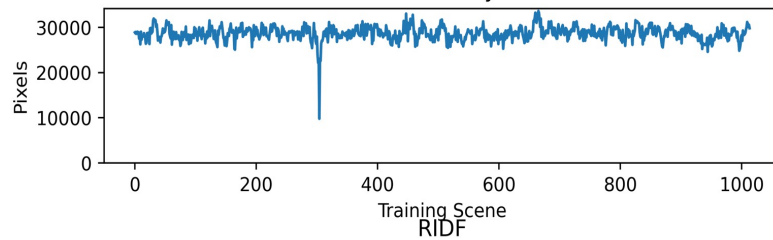
100%



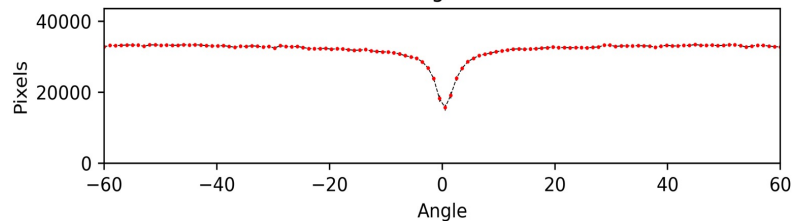
Sensor Matrix



Familiarity

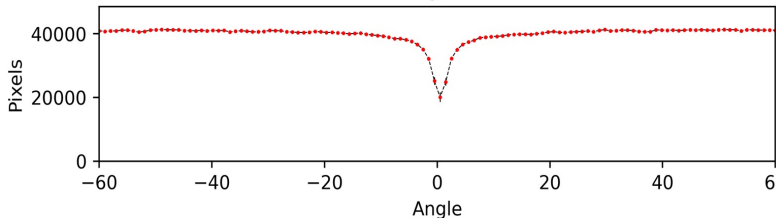
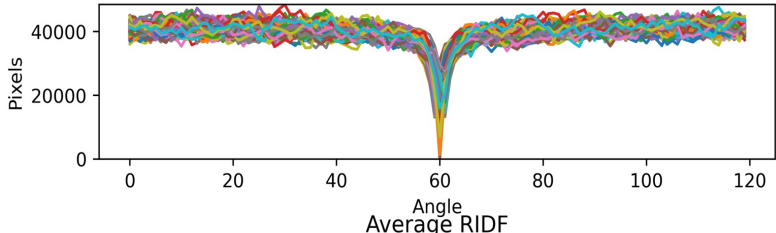
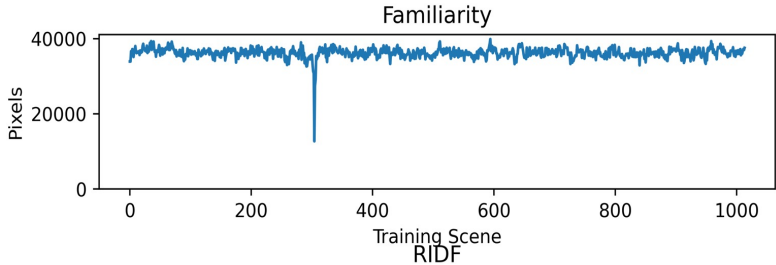
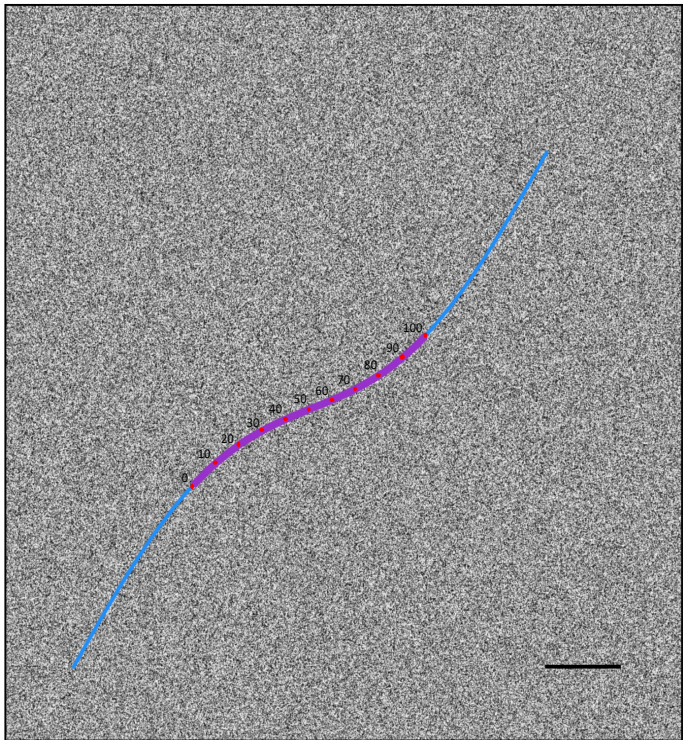


Average RIDF



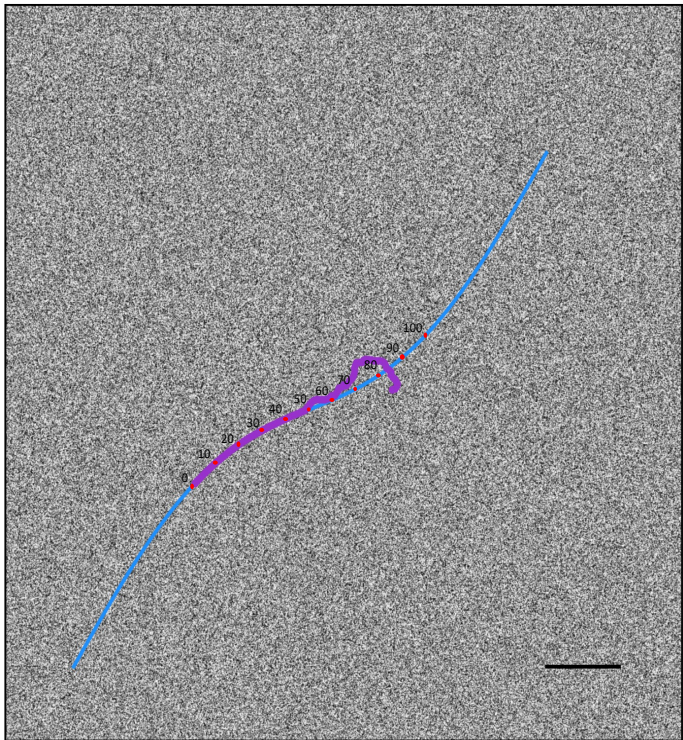
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 9
Navigation stats: RMSD error: 54.60; RMSD/dist: 0.136; TD: 13243; p90: 6; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x8 @ 1x1 px/px; Trial: 9
Navigation stats: RMSD error: 33.72; RMSD/dist: 0.084; TD: 16925; p90: 6; p50: 2; complete: 0

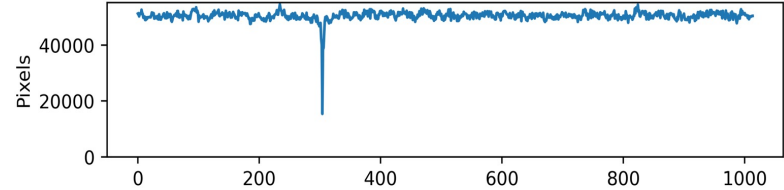
50%



Sensor Matrix

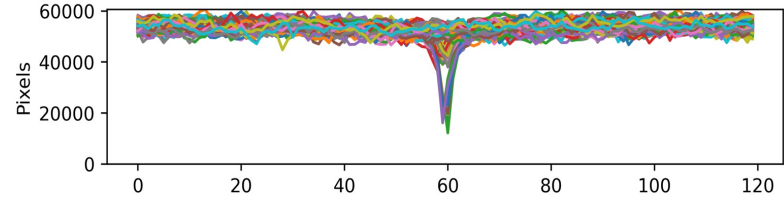


Familiarity

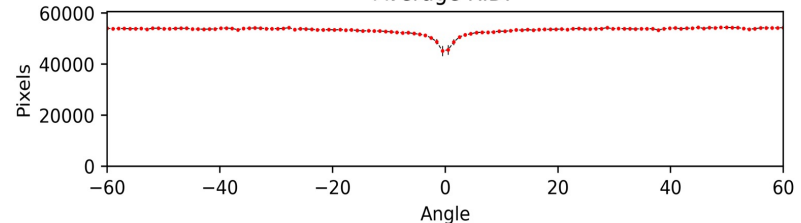


Training Scene

RIDF

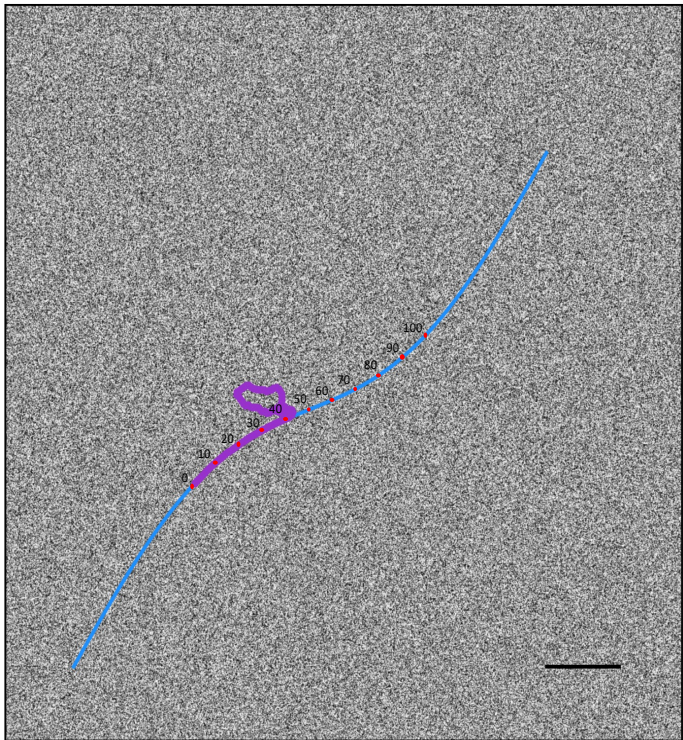


Average RIDF

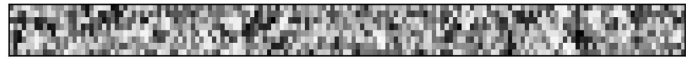


Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 9
 Navigation stats: RMSD error: 784.90; RMSD/dist: 1.962; TD: 5820; p90: 6; p50: 4; complete: 0

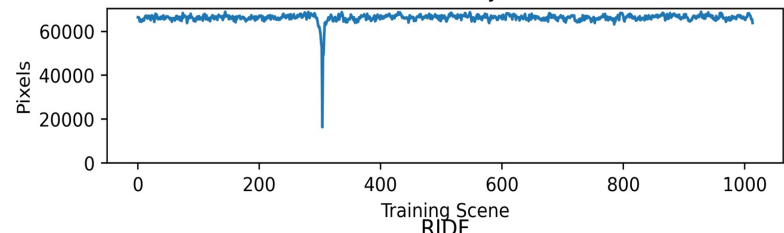
40%



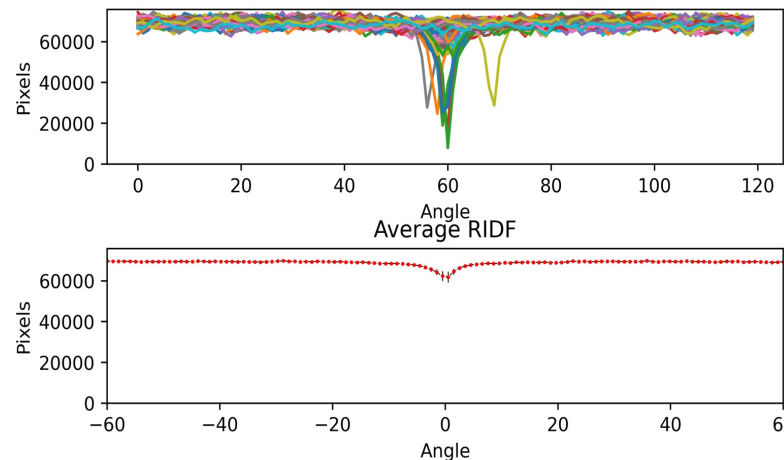
Sensor Matrix



Familiarity

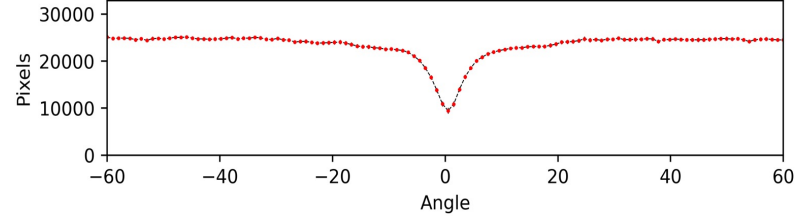
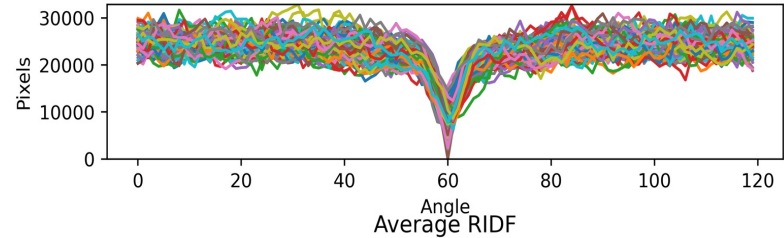
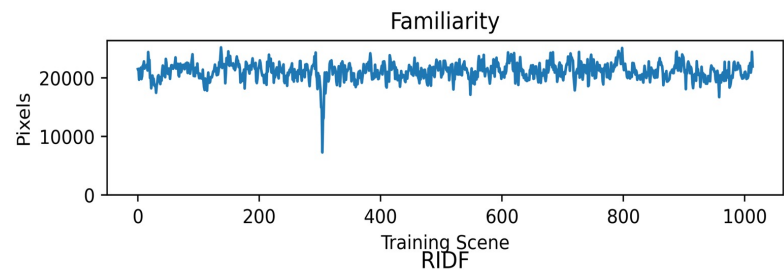
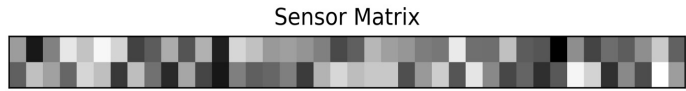
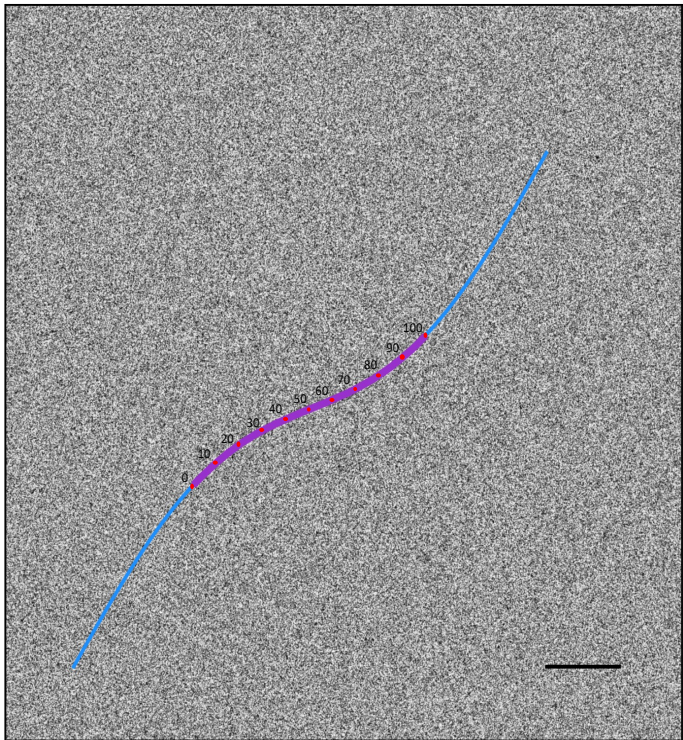


Average RIDF



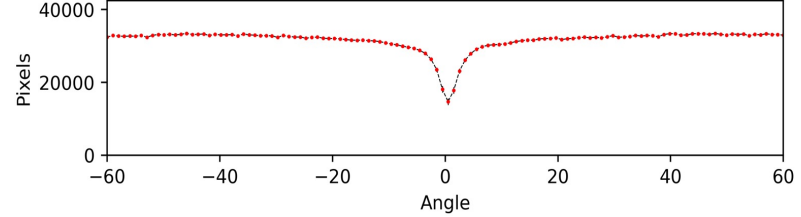
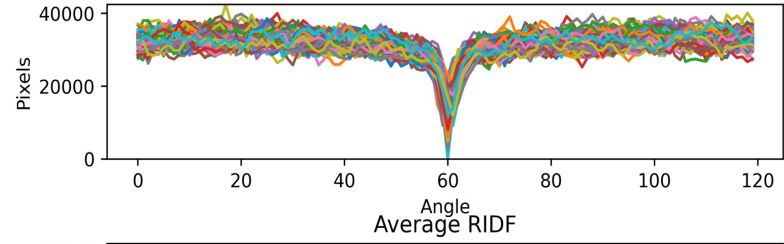
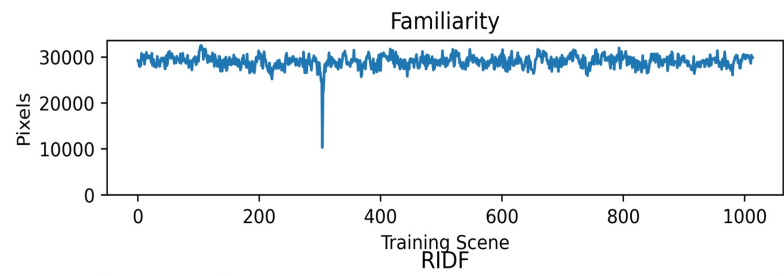
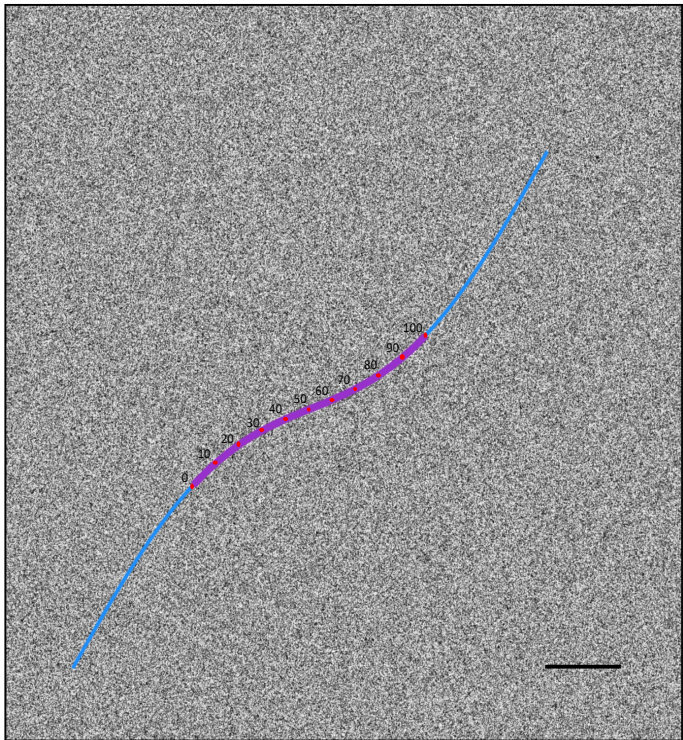
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 9
 Navigation stats: RMSD error: 2007.85; RMSD/dist: 5.020; TD: 4855; p90: 8; p50: 4; complete: 0

100%



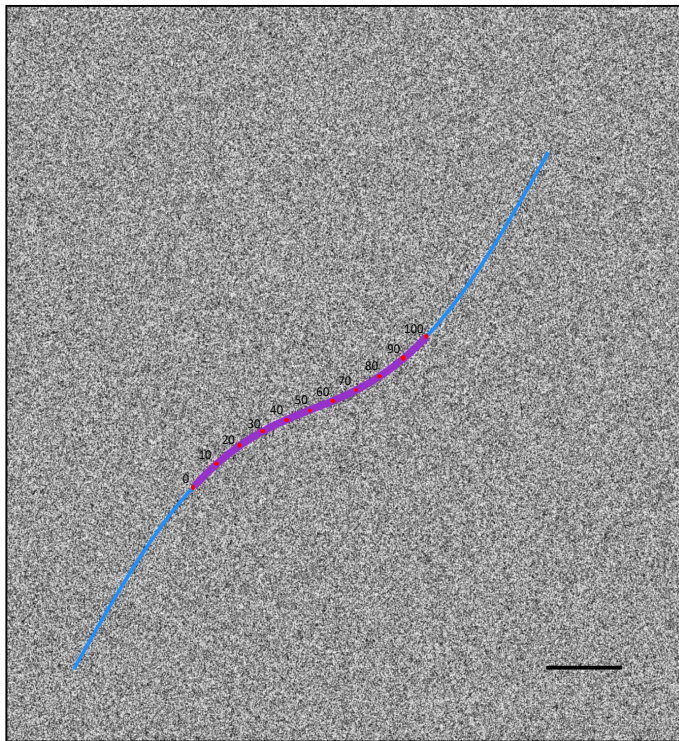
Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x2 @ 1x1 px/px; Trial: 10
Navigation stats: RMSD error: 35.84; RMSD/dist: 0.090; TD: 11210; p90: 10; p50: 4; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x4 @ 1x1 px/px; Trial: 10
Navigation stats: RMSD error: 43.87; RMSD/dist: 0.110; TD: 14044; p90: 8; p50: 4; complete: 0

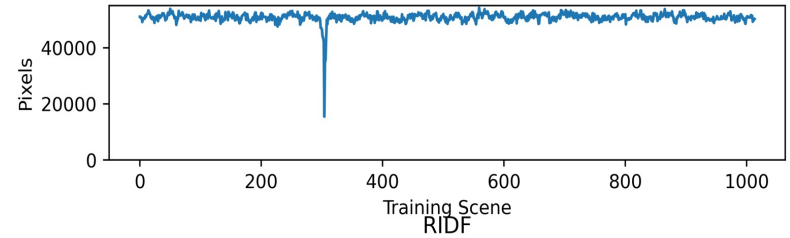
100%



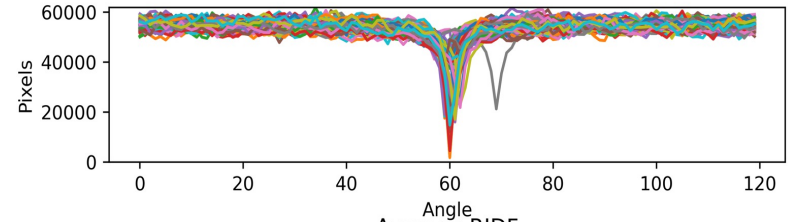
Sensor Matrix



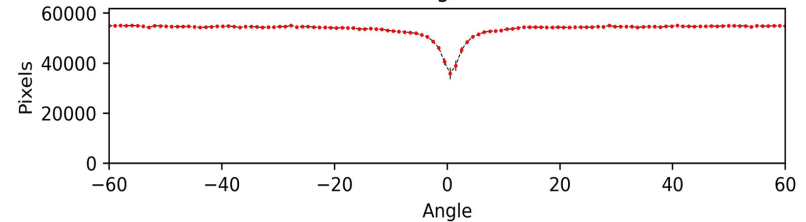
Familiarity



Training Scene RIDF

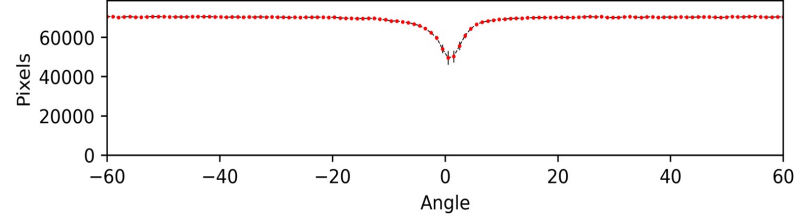
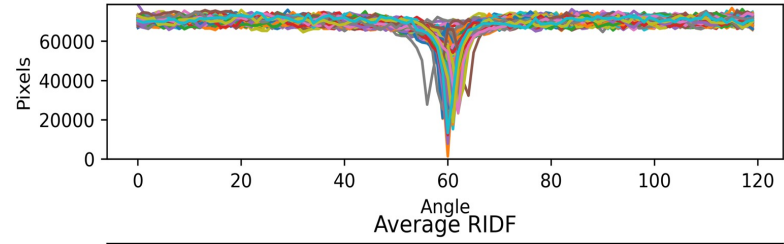
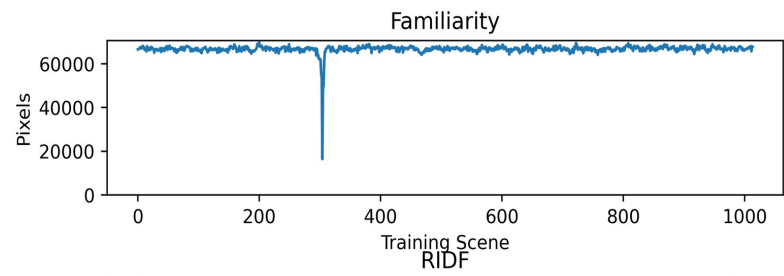
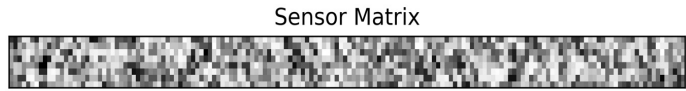
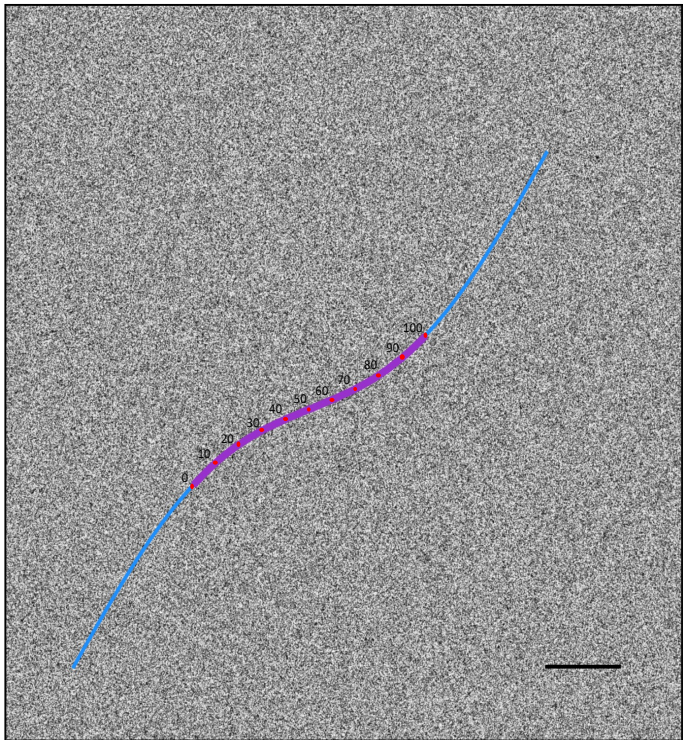


Average RIDF



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x16 @ 1x1 px/px; Trial: 10
 Navigation stats: RMSD error: 74.76; RMSD/dist: 0.187; TD: 14944; p90: 6; p50: 2; complete: 0

100%



Landscape: 7; Path shape: 0.2; Offset: 0; Blur: 0; Step size: 4.0; # steps: 100; Saccade: 120; Sensor levels: 64; Sensor dimensions: 40x32 @ 1x1 px/px; Trial: 10
Navigation stats: RMSD error: 63.54; RMSD/dist: 0.159; TD: 17296; p90: 8; p50: 4; complete: 0